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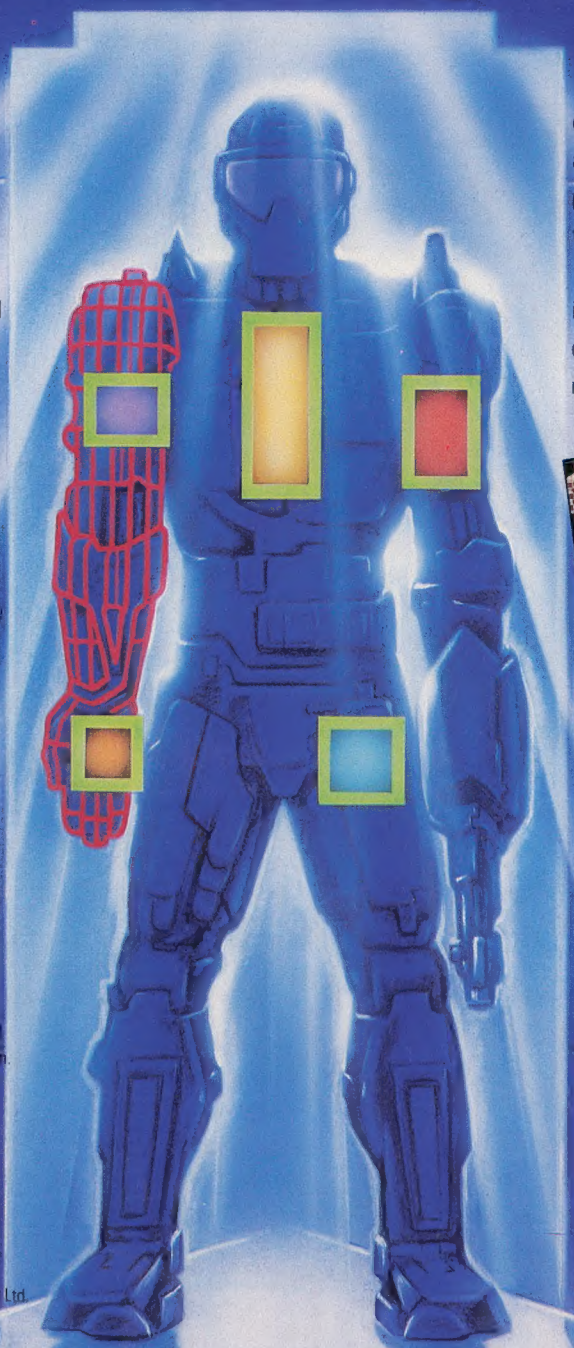

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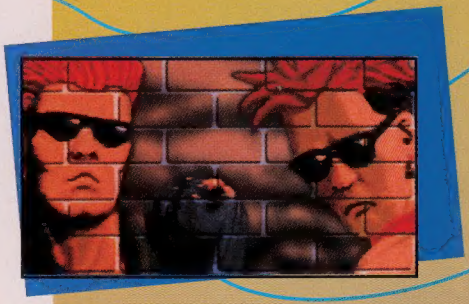

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This cart turns your Game Gear into a portable chess computer. Whether you're an expert or a beginner, you'll love *Chessmaster*.

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All your favorite teams, all the top athletes — and it talks, too! A baseball lover's dream come true!

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One of the most innovative shooters of the year! If you like your games fast and challenging, check this one out!

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The Web-Slinger is back, this time on Game Gear. A terrific translation of the Genesis original.

GAME PLAYERS
SEGA GENESIS
STRATEGY GUIDE

June/July 1992

Selby Bateman, Executive Editor
Amy L. Pruette, Senior Art & Design Director
Lance Elko, Editorial Director
Matthew A. Firme, Editor

Contributing Editors:
Patrick Baggatta, Jeff Lundrigan
Stephen Poole, James C. Slate
William R. Trotter

Vincent G. Matthews, Director of Game Testing

Irma Swain, Production Director
Edwin C. Malstrom, Art Director
Laura C. Morris, Senior Graphic Artist
Jan J. Sebastian, Graphic Artist

Michael J. Romano, Publisher
Tom Valentino, Vice President, Finance
Jeanne-Marie Duffy, Circulation Manager
John G. McMahon, National Sales Manager
Kathleen H. Ingram, Marketing Manager
Pamela Lambert, Production Coordinator

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MPA

EDITOR'S NOTES

We're back from the 1992 Summer Consumer Electronics Show, where Sega of America made some pretty big announcements. The battle between Sega and Nintendo for control of the 16-bit gaming market is really heating up, and it looks like we game players are going to be the big winners!

Just before the show, Sega had announced that the Genesis, packaged with *Sonic the Hedgehog*, will now retail for $129.99. And during the show, both Sega and Nintendo announced that they would sell the Genesis and Super NES (consoles only, no game included) for $99.99! Sega will also sell the Game Gear, again without a game, for $99.99.

If you're one of the many players (like me!) who paid $199.99 for your Genesis, don't be upset by this price cut. We're what they call "early adopters," consumers who're willing to pay to get the latest and best technology. And if it weren't for early adopters, no videogame system could survive.

Really, the price cut is good news for Sega fans. As more Genesis and Game Gear units are sold, the two systems become even more attractive to third-party developers. At this summer's CES, Sega announced over a dozen new licensees, bringing the total to a record 38—and that's before the new $99 price went into effect! If that many companies are interested in Sega now, just think how many licensees there'll be by this time next year!

For more CES news, take a look at Mega Bytes on page 12.

Matthew A. Firme
Editor

NATIONAL ADVERTISING SALES:

Michael J. Romano
GP Publications, Inc.
23-00 Route 208
Fair Lawn, NJ 07410
(201) 703-9500

Regional Advertising Representatives:

East:
Peter Mayer
GP Publications, Inc.
23-00 Route 208
Fair Lawn, NJ 07410
(201) 703-9500

Midwest:
Norman Kamikow
Kamikow & Co.
676 St. Clair St.
Suite 1900
Chicago, IL 60611
(312) 664-7878

West:
Ed Winchell
Ed Winchell Co.
22700 South Crenshaw Blvd.
Suite 215
Torrance, CA 90505-3050
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BACK Feed

Captain America Comes to Genesis

I'm a comic-book collector and big Genesis fan. I love *Spider-Man*, and was wondering if Sega plans on bringing any other games based on comic-book characters to the Genesis.

David Restrepo
New York

I think the arcade version of *Captain America* is the best game I've ever played. Does Sega have any plans to bring this game to the Genesis system?

Douglas Summerville
North Carolina

Good news, David and Doug! *Captain America and the Avengers* is on the way! Data East is currently translating the arcade version for Genesis. These preview screens show how the development is coming along. The game's still in the early programming stages, but so far it looks terrific!

Real Baseball

I love your magazine, and I'm very satisfied with my Genesis. I have one question. Why don't the sports games use real names and uniforms? The only one I've seen that uses real people is *Lakers vs. Celtics*. I would really love to have a baseball game with real players.

Brady Saltzman
Louisiana

Game companies have to pay big bucks to be licensed by the various professional sports. Often a game company will decide not to get that license because it would make the project too expensive. But there have been several licensed sports titles for Genesis: *NHL Hockey*, *R.B.I. 3*, *PGA Tour Golf*, and *Bulls vs. Lakers* are a few examples. And the latest baseball game for Genesis, *MLBPA Sports Talk Baseball* (see our review in this issue), has complete 1991 team rosters, including stats for all players, for all 26 major-league teams.

The Immortal

I'm stuck on the second level of *The Immortal*. I've reached the room with three triangles on the floor. I put the gems on the floor, but nothing happens. What do I need to do?

Mike Kirk
New York

We've received plenty of mail about *The Immortal*. If you get stuck and need help immediately, don't forget the EA Hint Hotline. To answer your question, place a gem to the right of the triangle in the left circle. Place a gem to the left of the triangle in the center circle. Finally, place a gem in the center of the triangle in the right circle.

Canadian CD-ROM

I read an article a couple of issues back about the CD-ROM. When will it be coming to Canada? Will it be different from the U.S. version? How much will it cost and what kind of games will be available?

Guy Bertrand
Ontario, Canada

The U.S. and Canadian versions of the Sega CD will be the same, designed for the North American market. But other versions, like the Japanese Mega-CD, will not be compatible with North American versions. As for titles, many computer software publishers, such as MicroProse and Interplay, are lining up to convert popular PC games to the Sega CD. And a new agreement between Sony Electronic Publishing and Sega of America should guarantee plenty of top-notch CD-ROM titles. The machine should be available in both the U.S. and Canada at about the same time and will retail for $299.

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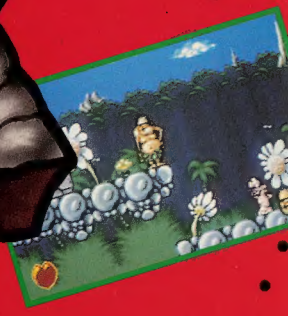

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In addition to using good old-fashioned brute force on a host of stone-age critters, you'll have to use a little CroMagnon grey matter to solve puzzles as you weave your way through five challenging levels including a scary cave, an Ice Age, a hazardous water world and even a dinosaur graveyard.

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FeedBack

International Hockey?

I congratulate you on choosing *NHL Hockey* as Sega Genesis Game of the Year. *NHL* is a great game — you guys really know your stuff! I noticed a screen shot on the flyer inside the game that differs from *NHL*. It shows two Olympic teams! How can I play these teams? Is there a secret code?

Jerome McNeill
New York

On a product insert in *NHL Hockey*, there's a screen shot with international teams. How do I get to play Russia? Do I need a password?

Pat Beskow
Wisconsin

The screen shot you both refer to has caused quite a stir — both here and at Electronic Arts! The screen was taken from the European version of NHL. Because there are no NHL teams in Europe, international teams were used.

Help!

I'm sick and tired of trying to beat the game *Strider*. How do I get past the Lone Henchman? He won't stay still, and he fades if I try to attack him.

Also, on a different subject, why aren't there more African-Americans in video games? Besides *Streets of Rage*, most games only portray blacks as enemies, and never heros. African-Americans buy plenty of game systems and games, so how about some representation? I'd appreciate it if you could pass these thoughts along to the videogame industry.

Kevin Stevenson, U.S.M.C.
Pennsylvania

To beat the last boss, Lone Henchman, stay at the top of the scaffolding and keep attacking. There's a sword power-up in the far right capsule that should help you beat him.

As for your other question, you certainly have a point — we wish we had an answer. Without question, there is a lot of stereotyping in videogames, and there are, indeed, very few African-American heroes. Perhaps if more consumers like yourself wrote to the game manufacturers and expressed this concern, we'd see some changes. We certainly hope so.

Spider-Man

Are there any codes for *Spider-Man* or *Streets of Rage*? Also, any tips for beating Venom in *Spider-Man* would be greatly appreciated.

Todd Andrae
Georgia

Unfortunately, we aren't aware of any codes for *Spider-Man* or *Streets of Rage*. As for Venom, concentrate on the other boss. Remember, he only appears to assist other bosses, and he'll vanish after you beat that boss.

Have Gun, Will Travel

Is Sega going to come out with a light gun for the Genesis?

Kevin Freitas
British Columbia, Canada

Yes, they've just announced one. It's called The Menacer, and it's designed exclusively for the Genesis. For details and a photo, see "MegaBytes" elsewhere in this issue.

Do you have any questions, hints, or suggestions about the Sega Genesis system or games? We want to hear from you! Write to:

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Code BREAKERS

EARNEST EVANS

Level Select — Pause the game during any stage, then press Up, A, Down, B, Left, A, Right, B. Now unpause the game. This will take you to the next level.

STEEL EMPIRE

Maximum Firepower — Using the first controller, go to the options screen. Set Difficulty on Hard, Ships to 3, Continues to 2, and Sound Test to 77. Now press A and B at the same time, and let go. Start the game. When your ship flies on-screen, hold B on controller 2. Your level will increase to 20, giving you maximum firepower.

TOE JAM AND EARL

Leisure Island Hideaway — Follow these simple steps to reach a secret island hideaway. First collect all the presents on the first level.

Take the elevator to the second level and collect some more presents. You're looking for water wings or flying wings. Once you're sure you have some, drop off the side and fall back to level 1.

Now use the wings to reach the island in the lower left corner of the screen. Once on the island, jump into the hole at the center.

Now you can enjoy some lemonade, or take a dip in the hot tub and chit-chat with the ladies.

ARCUS ODYSSEY

Password — Use this code to reach Act 8: 0C1CKQQYPC.

QUACKSHOT

Unlimited Lives — In Transylvania, one of the enemies outside the castle gives you a 1-up. Collect it and go into the castle, then come back out and defeat the same enemy. He'll give you another 1-up. Continue this until you have as many lives as needed.

SPACE HARRIER GG

Difficulty Select — Hold down the 1 button when you turn on the Game Gear. Continue to hold it down and press Start when the Sega logo appears.

"Hard" should appear below the Sega logo. To choose Easy, use the 2 button instead of 1.

STORMLORD

Unlimited Men — Pause the game when your number of lives reaches zero. Now press A, A, A, A, C, C, B, B, B, C, A. This code will give you five more men, and it can be repeated as many times as you like.

If you have any codes or passwords you'd like to share, we'd love to hear from you. Send them to:

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MEGABYTES

Sega CD

Sega CD — At last, Sega of America is ready to launch its new CD-ROM! Officially titled the Sega CD, the unit will be available in November at a price of $299. It will include a collection of videogame and music CDs worth over $400.

The Sega CD is already attracting some important new licensees. Perhaps the best-known of these is Sierra On-Line, the PC software giant responsible for hits from series like *Leisure Suit Larry* and *Space Quest*. Sierra will bring a number of its PC titles to Sega CD.

Another big name in Sega CD is Sony Electronic Publishing. Sega and Sony Electronic Publishing (SEP) have announced an alliance that should bring plenty of exciting titles to Sega CD. As a division of Sony USA, SEP will be able to draw on Sony's considerable entertainment resources, including Columbia pictures and Sony Music Entertainment, to produce interactive CD software with live actors and terrific music.

Sega of America is also gearing up for some serious CD development. The company has founded the Sega Multimedia Studio, designed specifically as a development center for advanced Sega CD titles. According to the studio's director, Ken Balthasar, Sega has created a "motion picture-quality production facility to develop the best Sega CD games possible."

Among the first titles Sega will release for the Sega CD are *Batman Returns*, *Ultima Underworld*, and *Joe Montana NFL Football*.

The Menacer — We've received a lot of letters from you during the past couple of years asking if Sega will ever develop a light gun for Genesis. The answer is YES!

Sega's new videogame gun (although Sega prefers to call it a "target controller") will be in stores soon, and it's called the Menacer. Made of three interlocking pieces, the Menacer can be used in seven different ways. It can be held like a pistol, or, with the shoulder stock, like a rifle. And with the Binocular Module sights, you can take aim just about any way you like.

The Menacer will come with a six-game cartridge, including *Rockman's Zone*, *Front Line*, *Space Station Defender*, *Pest Control*, *Ready, Aim, Tomatoes*, and *Whackball*. Flying Edge will support the Menacer with *Terminator 2*, a hot shooter translated from the arcade hit.

The Menacer

New Games

In addition to the Sega CD and Menacer, we saw plenty of new carts at this year's Summer Consumer Electronics Show. And several new licensees have joined the Sega team, bringing the number of companies making games for Genesis, Sega CD, and Game Gear to 38.

We mentioned several of the upcoming titles in our last issue, and here are a few more:

Absolute Entertainment — A new licensee, Absolute boasts two of the most famous videogame designers around: David Crane and Garry Kitchen. Watch for *Super Battletank: War in the Gulf* and *David Crane's Amazing Tennis* for Genesis, and *R.C. Grand Prix* for Game Gear.

Arena — Now a subsidiary of Acclaim's Flying Edge, Arena is working on *Super High Impact*, a very impressive new football cart for Genesis.

Bignet — Look for *Black Hole Assault* and *The Third World War* on Sega

MEGABYTES

World Trophy Soccer

CD.

Data East — Data East's next Genesis project is a big one. Get ready for *Captain America and The Avengers*!

Domark — This London-based company has been best known for its PC titles, and now joins Sega with *James Bond 007* and *Mig 29* for Genesis, and *Super Space Invaders*, *James Bond 007*, and *Prince of Persia* for Game Gear.

Slime World

Electronic Arts — As usual, EA has plenty of Genesis games on the way: *USA Basketball*, *Twisted Flipper*, *Young Galahad*, *NHLPA Hockey*, *Powermonger*, *Where in the World Is Carmen Sandiego?*, *LHX Attack Chopper*, *John Madden Football '93*, *Tony LaRussa Baseball*, *James Pond 3* — *Splash Gordon*, *Might and Magic III*, *Lotus Turbo Challenge*, and *Blood and Guts Football*.

Flying Edge — New titles include *NBA All-Star Challenge*, *Roger Clemens MVP Baseball*, *Smash TV*, *Arch Rivals*, *Krusty's Super Funhouse*, and *WWF Wrestlemania* for Genesis, and *Smash TV* for Game Gear.

GameTek — In addition to *Wheel of Fortune* and *Jeopardy*, we'll see *The Gadget Twins*, *American Gladiators*, and *The Humans* for Genesis, and *The Humans* and *Wheel of Fortune* on Game Gear.

JVC — Another new licensee with a lot in the works: *Wonder Dog*, *Dungeon Master: Skull Keep*, *Wolf Child*, and *The Secret of Monkey Island* for Sega CD; *Wolf Child* and *Metal Fang* for Genesis.

Kaneko — Look for *Deadly Moves*, a street-fighting game for Genesis.

Koei — A new licensee, Koei brings *Romance of the Three Kingdoms II*, *Gemfire*, and *Uncharted Waters* to Genesis. These historical simulations first appeared in Nintendo and PC formats.

Krusty's Super Funhouse

Mentrix — Watch for *Bowling* and *Nolan Ryan Express* for Genesis.

MicroProse — Another PC giant enters the Sega arena with *Strike Eagle 2*, *Pirates!*, and *F-19 Stealth Fighter*.

Parker Brothers — This new licensee brings *Monopoly* and *Clue* to Genesis.

RazorSoft — Razorsoft has signed Atlanta Falcons coach Jerry Glanville to endorse *Jerry Glanville's Pigskin Football* for Genesis.

Renovation — Reno's bringing *Todd's Adventures in Slime World* and *Dragon's Fury* *Jennifer Capriati Grandslam Tennis* to Genesis, and *Thunder Storm* to Sega CD.

The Software Toolworks — Another new licensee. Look for *Gods*, *Baseball*, and *The Chessmaster* for Genesis.

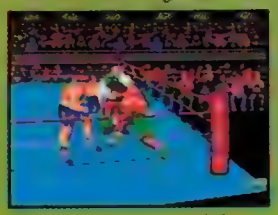
Spectrum Holobyte — This new licensee will be bringing its PC expertise to Genesis and Sega CD. No titles have yet been announced.

Sunsoft — Sunsoft's big titles will be *Batman: Return of The Joker* and *Superman* for Genesis.

THQ — THQ is new to Sega, and will introduce *Where's Waldo* and *Thomas the Tank Engine* later this year.

Taito — Taito's latest is *The Flintstones* for Genesis.

Takara — A new licensee, Takara is working on Genesis versions of Neo Geo games *King of the Monsters* and *Fatal Fury*.



Muhammed Ali's Boxing

TecMagik — You guessed it, another new licensee! Look for *Andre Agassi Tennis* for Genesis and Game Gear.

Tengen — Watch for *Race Drivin'*, *Road Riot*, and *Steel Talons* on Genesis, *Rampart* and *Marble Madness* on Game Gear, and *Pitfighter II* and *RBI Baseball 4* for Sega CD.

Treco — Coming soon are *Breach* and *Sorcerer's Kingdom*.

U.S. Gold — We played U.S. Gold's *Strider II* behind closed doors. Look for it later this year!

Arch Rivals

Virgin — Virgin is working on a terrific PC title, *Out of This World*, for Sega CD. Also coming to Sega CD will be *The Terminator*. For Genesis, we'll see *Muhammed Ali's Boxing*, *Mick and Mack's Global Warriors*, and *World Trophy Soccer*. And for Game Gear, there's *The Terminator*, *Robin Hood: Prince of Thieves*, and *Double Dragon*.

GP

GENESIS PRODUCT GUIDE

With so many Genesis games and new accessories either on the shelves or in the news, it's becoming a bit difficult to keep them all straight. Who makes what, and how can you learn more? To help you get the facts, here's a list of companies manufacturing products for the Genesis system.

A.L.S. Industries

P.O. Box 6513
1942 W. Artesia Blvd.
Torrance, CA 90504

Video Entertainment Center

Arena Entertainment

2401 Broadway
Redwood City, CA 94063

Alien^3 *
Back to the Future 3
Battlemaster
*Predator 2**
Speedball 2

Alien^3 (GG)*
Rastan's Saga (GG)*

ASCII Entertainment

366-A Lakeside Dr.
Foster City, CA 94404

Power Clutch SG
Game Gear Carrying Case

Ballistic (by Accolade)

5300 Stevens Creek Blvd.,
San Jose, CA 95129

Hardball!
Ishido: The Way of Stones
Onslaught
Star Control
Turrican

Beeshu

930 Carter Rd.
Winter Garden, FL 34787

Gizmo Control Stick
Striker Control Pad
Zoomer

Bignet USA

388 Market St.
Suite 350
San Francisco, CA 94111

Heavy Nova
Junction
Raiden Trad
Warrior of Rome

Junction (GG)

Champion Glove Mfg.

2200 E. Ovid
Des Moines, IA 50313

Video Game Gloves

Data East

1850 Little Orchard St.
San Jose, CA 95125

Atomic Runner
Side Pocket
Two Crude Dudes

DreamWorks

12851 E. 166th St.
Cerritos, CA 90701

Mystical Fighter
Wings of Wor

Dynasounds Organizer

1775 Old Hwy. 8
Suite 109
New Brighton, MN 55112

Video Game Organizer

Electronic Arts

1450 Fashion Island Blvd.
San Mateo, CA 94404

*Black Crypt**
Buck Rogers
Bulls vs. Lakers
Desert Strike
F-22
The Immortal
James Pond
James Pond 2: Robocod
John Madden Football
John Madden Football'92
Jordan vs. Bird: One on One
Lakers vs. Celtics
*Lord of the Rings**
Marble Madness
NHL Hockey
PGA Tour Golf
Rings of Power
Road Rash
Shadow of the Beast
Starflight
Where in Time Is Carmen Sandiego?

Flying Edge (a division of Acclaim Entertainment)

71 Audrey Ave.
Oyster Bay, NY 11771

Arch Rivals
*Ferrari Grand Prix**
*George Foreman Boxing**
Krusty's Super Fun House
The Simpsons: Bart vs. the Space Mutants
*Smash TV**
*Terminator 2**

George Foreman Boxing (GG)
The Simpsons: Bart vs. the Space Mutants (GG)*
Spider-Man (GG)

GameTek

2999 N.E. 191 St.
Suite 800
N. Miami Beach, FL 33180

*American Gladiators**
*Gadget Twins**
*Jeopardy!**
*Wheel of Fortune**

Gadget Twins (GG)*
Jeopardy! (GG)*
Wheel of Fortune (GG)*

Inpax Software

4655 Old Ironside Dr.
Suite 265
Santa Clara, CA 95054

Blaster Genesis Controller

Kaneko

1370 Busch Pkwy.
Buffalo Grove, IL 60089

Air Buster
*Chester Cheetah: Pawsome Adventure**
DJ Boy
*Kabuki**
*Kargeti 2**

Chester Cheetah (GG)

Kyugo Trading Co.

3A Marten Rd.
Princeton, NJ 08540

Cross Fire

Lewis Galoob Toys

500 Forbes Blvd.
S. San Francisco, CA 94080

Game Genie Video Game Enhancer*

*** Coming Soon**

Journey Through an Ancient, Magical World

exile

The travels of Sadler begin in a small desert town but take him across a world filled with magic, monsters and adventure! Join the nomadic warrior on his quest to rid his lands of an evil invasion. See the mystic realm unfold before your eyes in the map scrolling mode!

Converse with townsfolk and villagers in the RPG mode to gain valuable information. You will meet a variety of people, from wandering holy men to bold desert bandits. All of whom possess important clues to aid you on your expedition.

But don't forget the action! You'll need all of your skills as a fighter and a spell-caster in the combat mode to destroy the massive armies that await your arrival. Fight well and the land may know peace again!

- Buy weapons and magical potions to increase your strength and vitality!
- Search for powerful magic to defeat the invaders of the desert!
- 3 modes of gameplay; interactive RPG, vast map scrolling and intense hand-to-hand combat sequences!

RENOVATION PRODUCTS

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LOS GATOS, CA 95030

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GENESIS PRODUCT GUIDE

McO'River Inc.
17800 Main Street, Suite 121
Gardena, CA 90248

*Karate Blazers**

Mentrix Software
2800 Plaza Del Amo
Suite 42
Torrance, CA 90503

Cal. 50
Wardner

MicroProse
180 Lakefront Dr.
Hunt Valley, MD 21030

*Strike Eagle 2**

Namco
3255-1 Scott Blvd.
Suite 102
Santa Clara, CA 95054

Burning Force
Marvel Land
Phelios
Powerball
Quad Challenge
Rolling Thunder 2
Splatterhouse 2

Batter Up (GG)
Pac-Man (GG)

Nuby Manufacturing
30 Fitzgerald Dr.
Jaffrey, NH 03452

Cartridge Soft Pak
Cartridge Caddy
Sega System Carry Case

Nuvision
329 Riverside Ave.
Westport, CT 06880

Bimini Run

RazorSoft
7416 N. Broadway
Oklahoma City, OK 73116

*Death Duel**
*Pigskin**
Slaughter Sport
Stormlord
*Stormlord 2**
Techno Cop
*Vampire Killer**

Renovation
987 University Ave.
Suite 10
Los Gatos, CA 95030

Arcus Odyssey
Beast Wrestler
Dinoland
Earnest Evans
El Viento
Exile
Final Zone
Gaiares
Gain Ground
Granada
Master of Monsters
Sol-Deace
Syd of Valis
Traysia
Valis
Valis III
Vapor Trail
Ys 3

Safe Care Products
203 N. Edwards
Cassopolis, MI 49031

Stack Rack

Sage's Creation
12062 Valley View St.
Suite 250
Garden Grove, CA 92645

*Battlewings**
Crack Down
Devilish
*Ex Mutants**
Insector-X
Kageki
*King Salmon**
Shadow Blasters
Star Odyssey

Devilish (GG)
Super Golf (GG)

Sega of America
130 Shoreline Drive
Redwood City, CA 94065

688 Attack Sub
Abrams Battle Tank
Afterburner II
Alex Kidd in the Enchanted Castle
Alien Storm
Alisia Dragoon
Arnold Palmer Tournament Golf
Art Alive!
Bonanza Brothers
California Games
Columns
Cyberball
David's Robinson's Supreme Court
Decapattack
Dick Tracy
Dungeons and Dragons: Warriors of the Eternal Sun
E-Swat
Evander Holyfield's "Real Deal" Boxing
Fantasia
Flicky
Forgotten Worlds
Galaxy Force II
Ghostbusters
Ghouls n' Ghosts
Golden Axe
Golden Axe II
Herzog Zwei
James "Buster" Douglas Boxing
Jewel Master
Joe Montana Football
Joe Montana II Sports Talk Football
Kid Chameleon
Last Battle
Mario Lemieux Hockey
Mercs
Michael Jackson Moonwalker
Mickey Mouse and the Castle of Illusion
Midnight Resistance
MLBPA Sports Talk Baseball
Mystic Defender
Out Run
Pat Riley Basketball
Phantasy Star
Phantasy Star II
Phantasy Star III
Quack Shot Featuring Donald Duck
Rambo III
Revenge of Shinobi
Shadow Dancer
Shining in the Darkness
Sonic the Hedgehog
Space Harrier II
Spider-Man
Streets of Rage
Strider
Super Hang-On
Super Monaco GP
Super Volleyball
Sword of Vermilion
Thunder Force II
Toe Jam and Earl
Toki: Going Ape Spit
Tommy Lasorda Baseball
Truxton
Wonder Boy in Monster World
World Championship Soccer
Zoom

Game Gear:
Castle of Illusion Starring Mickey Mouse
The Chessmaster
Clutch Hitter
Columns
Dragon Crystal
G-LOC
Halley Wars
Joe Montana Football
The Lucky Dime Caper Starring Donald Duck

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ELECTRONIC GAMING MONTHLY

"Awesome! If you don't split your side playing Chuck Rock, you belong in the Stone Ages! Nothing but fun, fun, the whole way through!"
"This looks to be one of the best Genesis games this winter! It has everything perfectly; Great graphics, sound, good control and humorous antics. Best of all -it's fun to play!"
MEGA PLAY

"Take a walk on the wild side with Chuck Rock. This game is worth the bucks for the music and graphics alone, Move over Rolling Stones, the real roots of rock and roll are here!"
GAMEPRO

Virgin GAMES

GENESIS PRODUCT GUIDE

Ninja Gaiden
Putt & Putter
Psychic World
Revenge of Drancon
Shinobi
Slider
Solitaire Poker
Space Harrier
Super Monaco GP
Woody Pop
World Class Leaderboard

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Carrying Case
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Gear-to-Gear Cable
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Seismic

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San Jose, CA 95134

M.U.S.H.A

The Software Toolworks

60 Leveroni Ct.
Novato, CA 94949

Chessmaster 2100

Sunsoft

11165 Knott Ave.
Cypress, CA 90630

Batman
*Batman: Return of the Joker**
Lemmings
*Superman**

Taito

360 Holbrook Dr.
Wheeling, IL 60090

Cadash
*Chase H.Q.**
*The Flintstones**
Growl
*Hit the Ice**

Chase H.Q. (GG)

Technosoft

1255 Post Street
Suite 1040
San Francisco, CA 94109

*Elemental Master**
Thunderforce 3

Tengen

675 Sycamore Dr.
Milpitas, CA 95035

Hard Drivin'
Ms. Pac-Man
Pac-Mania
Paperboy
Pit-Fighter
*Rampart**
RBI Baseball 3
RBI Baseball 4*
*Road Riot 4WD**
RoadBlasters
*Steel Talons**

Marble Madness (GG)*
Popils (GG)
Paperboy (GG)
Rampart (GG)*

Treco

2421 205th St.
Suite D-204
Torrance, CA 90501

Atomic RoboKid
*Breach**
Fighting Master
Street Smart
Task Force Harrier EX
Warsong

US Gold

631 Howard St.
San Francisco, CA 94105

*Indiana Jones and the Last Crusade**
Olympic Gold
*World Class Leaderboard**

*Indiana Jones and the Last Crusade (GG)**
*Olympic Gold (GG)**

Vic Tokai

22904 Lockness Ave.
Torrance, CA 90501

Trouble Shooter

Virgin Games

18061 Fitch Ave.
Irvine, CA 92714

Chuck Rock
Corporation
*McKids: Global Warriors**
Terminator

*Double Dragon (GG)**
*McKids (GG)**
*Robin Hood (GG)**

Marketplace

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THE SIMPSONS™ BART VS. THE SPACE MUTANTS

We've received hundreds of letters over the past few months from Sega owners eager to see a Simpsons game for Genesis. Finally, Flying Edge has delivered — Space Mutants have invaded Springfield!

The Space Mutants have taken over the bodies of the Springfield townsfolk, trying to find the ingredients needed to finish their Ultimate Weapon. With the Ultimate Weapon complete, the Space Mutants can rule the world.

This looks like a job for Bartman!

But stopping the Mutants won't be easy. Every time Bart finds out what ingredient the Mutants are looking for, they change the Ultimate Weapon machine to accept a different ingredient. Luckily, Bart has some help. Homer, Marge and the whole Simpson Clan will do whatever they can to save Springfield.

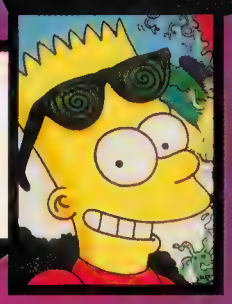
The game plays exactly the same as it's NES predecessor, but with outstanding graphics and superior sound. So Simpsons fans, rejoice!

— Vince Matthews & Chris Slate

"THE SIMPSONS™ & © 1992 Twentieth Century Fox Film Corporation. All Rights Reserved."

Level 1: Springfield

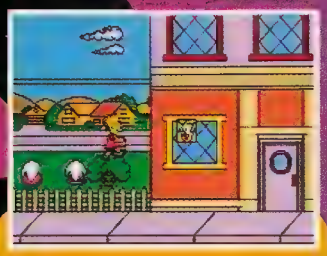
The Mutants are looking for anything purple, and the thriving metropolis of Springfield is filled with purple objects the Mutants can use to make their Ultimate Weapon. Your mission: cover or destroy everything purple. This first level is important, because here you'll collect items you'll need later in the game.



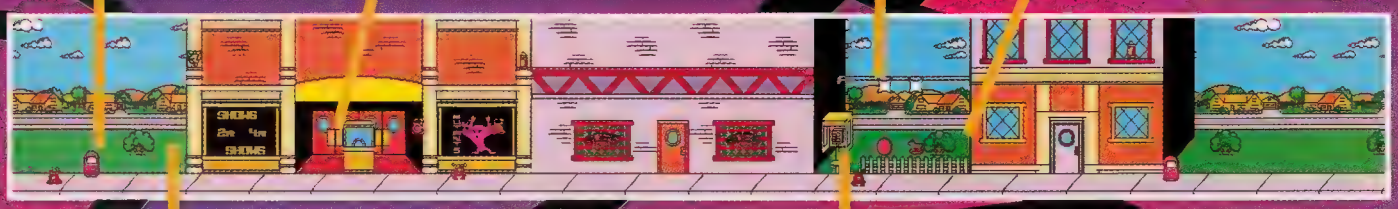
Destroy any purple objects with spray paint, or with tools you'll find throughout the level.

Go to the theatre at 2 or 4 o'clock and spray Martin for an extra goal. Watch out, man — he'll come after you when you spray him, so be ready.

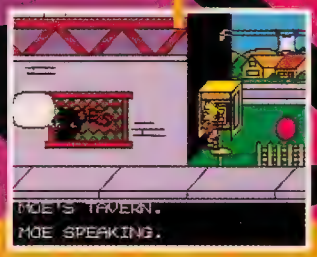
Use the clothesline or trashcan to reach the spray can. The towels on the clothesline can also be used to cover the purple objects below.



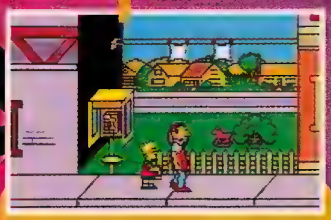
There's a Krusty symbol in this bush. Grab it for an extra life.



Use the spray paint to cover both the trash can at the beginning of the level and the marquee at the theatre. To retrieve the Krusty symbol, use the trashcan and take a running jump.



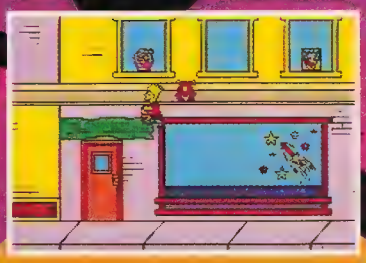
Use a coin and call Moe. He'll come out of the bar making a fashion statement in purple. Spray him, too.



"Why, you little @&%@!!!"*

Check these bushes for coins.

In Mel's Novelty Hut, buy one cherry bomb and a few bottle rockets. Remember to save two coins for the whistle and magnet in Toys N' Stuff.

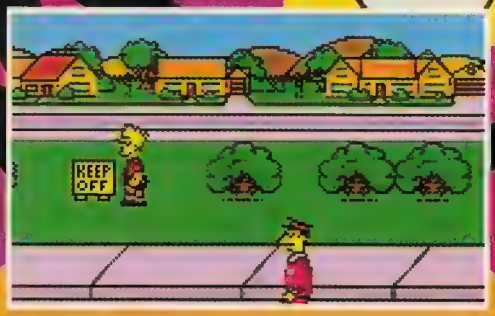


A Krusty Symbol. To reach it, jump on the door frame.

Buy a wrench and a key in the hardware store. Use the wrench on the fire hydrant outside — the water will wash the purple paint off the awning. The key can be used to warp between the retirement home and the building beside Moe's Tavern.

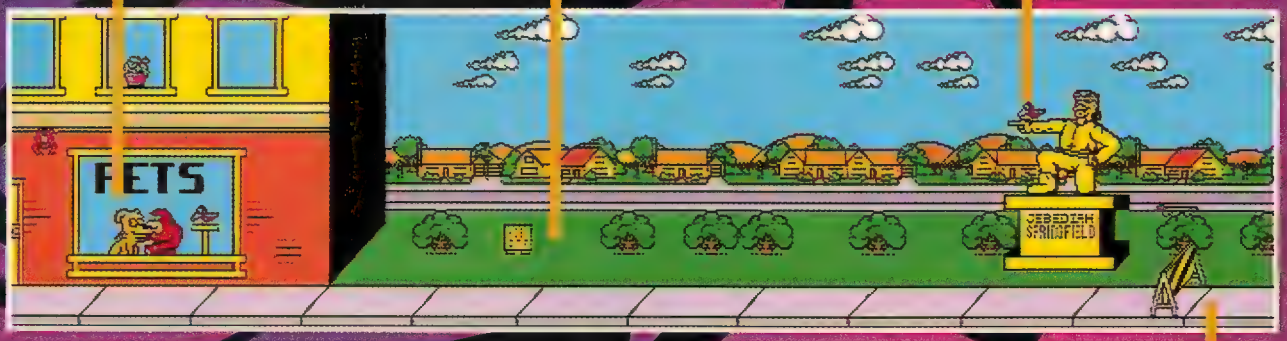
Use the ball in front of Candy Most Dandy to knock over the paint bucket and cover the awning.

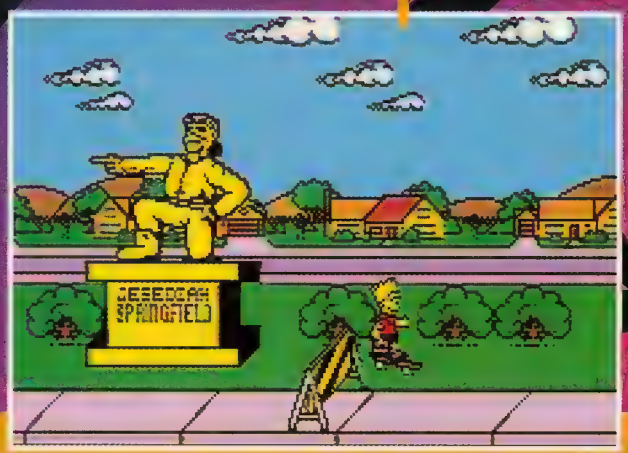
Use a cherry bomb in front of the pet store to get rid of that bird.



Keep off the grass!? No way, man! Stand on the grass and spray the policeman that appears.

Use a rocket to scare away the bird on the statue.

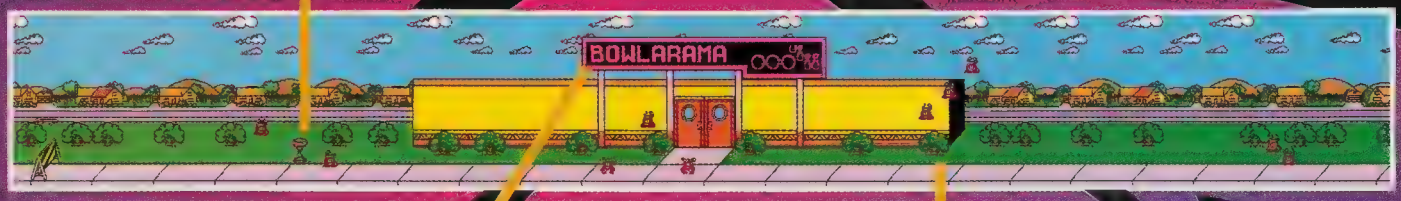


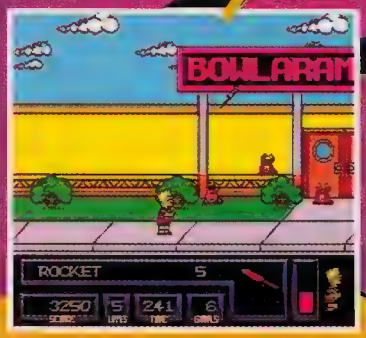


Skateboard Area

Krusty symbol

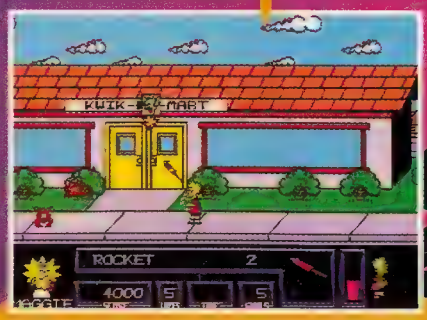
Spray that fountain!





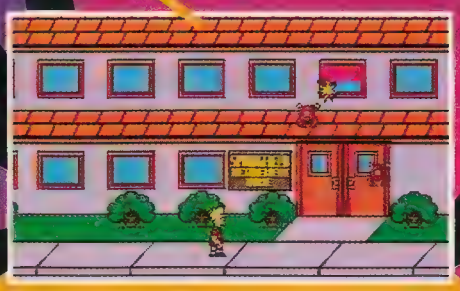
Use a rocket on the Bowlarama sign.

To get past these jumping aliens, run quickly beneath them as soon as they appear on-screen. If you miss the chance, back up until they've disappeared, then try again.

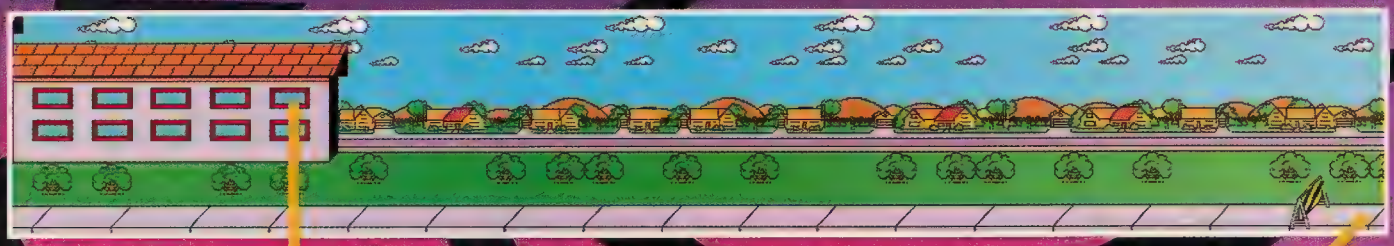


Shoot the "E" in Kwik-E-Mart for a hidden Krusty symbol. It gives you three extra lives!

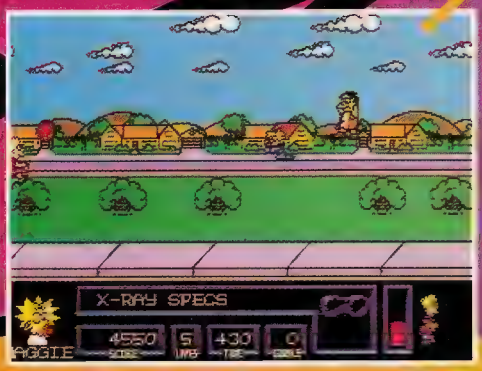
Don't forget this fountain!



Use rockets on the window blinds in the retirement home.



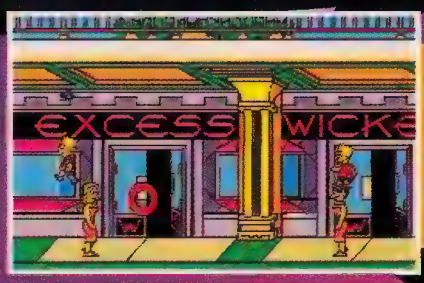
At the last window, blow the whistle. Grandpa Simpson will come out and throw down some coins.



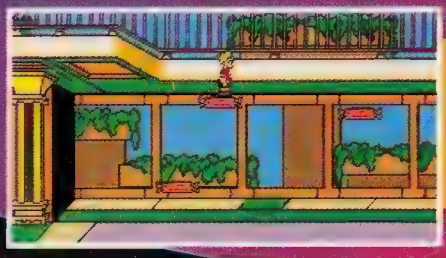
Nelson, the bully, is the boss of Level 1. Jump the rocks he throws, and jump up to the bowling balls Maggie drops to shoot them at Nelson. Remember, Maggie won't help if you don't collect all the letters in her name!

Level Two: The Springfield Shopping Mall

After Bart ruins the Mutants plan to collect purple things, they reconfigure their machine to accept hats!



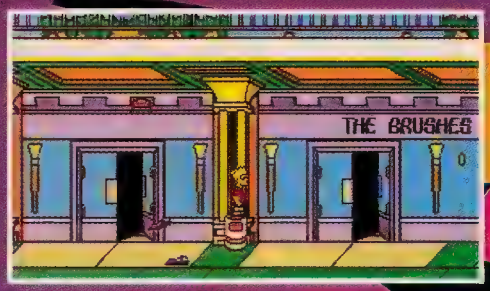
Collect as many hats as possible early in the stage. This way, you can concentrate on the obstacles you'll face later on. Before you can grab a hat, you must knock it off the shoppers' head'.



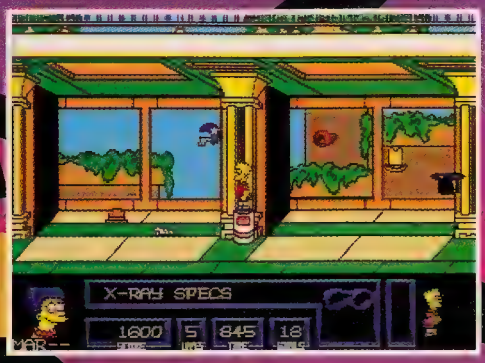
When you reach the first patch of cement, jump on this platform three times.

Then ride the platform to safety!

Warp to Hatroom



Jump on the first ash-tray after the first escalator, then press down.

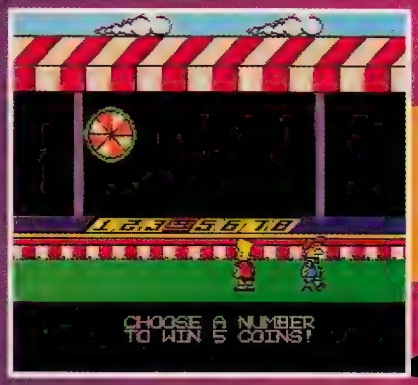


You'll warp to a secret hat room.

Level Three: Krustyland Amusement Park

Foiled Again! But the Space Mutants have yet another plan — collect balloons! You must either collect the balloons, or use the slingshot to shoot them down. You have only a limited supply of slingshot ammo, so don't waste it!

Tent Warps



Use the magnet at the wheel game to win extra coins and a Krusty symbol.

You can use the window sill of the last tent to warp between the other tents.

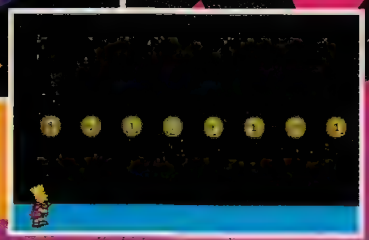
Jump on the window sill, and press down.

Inside Krusty's Funhouse

Ride the streams of air to get over the pipes inside the funhouse.

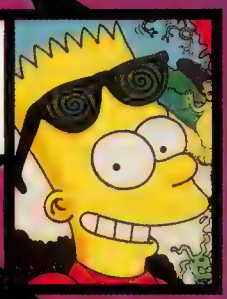
Don't jump until you see the air flow!

Jump into Krusty's mouth to enter a secret room.



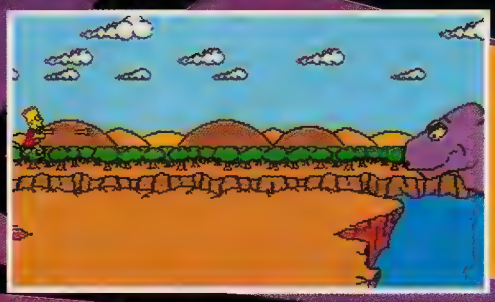
Level Four: The Springfield Museum of Natural History

Believe it or not, the Mutants have again reconfigured their machine. And this time, they're collecting Exit signs!! They must want that Ultimate Weapon pretty badly!



Use either your super jump or the dart gun to get to signs that are out of reach.

Jump three times on the glass cases to retrieve the Jebediah head.



At the edge of the cliff, super jump to an invisible platform. From here, shoot the dinosaur in the eyes with your dart gun. If you run out of darts, jump on his head.

Level Five: Springfield Nuclear Plant

It's hard to believe, but the Space Mutants got past the M.B.S.S. (Montgomery Burns Security System) and now they're after the nuclear fuel rods!

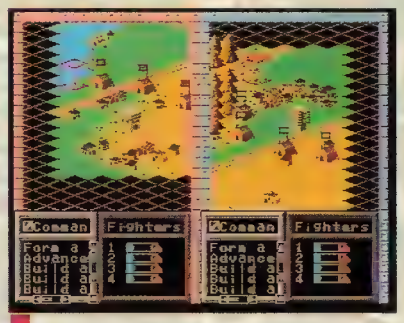
Lisa will give you the access codes to each level. Write them down. She won't come around twice.

You've made it this far, Bart — don't let Springfield down!

Bignet, 388 Market Street, Suite 500, San Francisco CA 94111

WARRIOR OF ROME

Warrior of Rome II is an elaborate game. Fortunately, there are a number of options that make it easy to learn.



In the two-player mode, a split screen arrangement is used. This can be confusing until you get used to it.

WILLIAM R. TROTTER

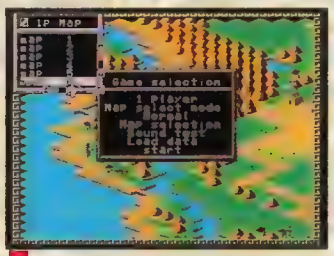
The folks at Bignet are honest about what *Warrior of Rome II* is and is not. They call it "a real-time war simulation game" — not a *historical* simulation. The Roman setting is strictly for atmosphere, and at no time during the game do real Roman battle tactics come into play. Even so, the Julius Caesar you play in *Warrior II* actually comes closer to the historical Caesar than the rather vaguely motivated guy we met in the original game.

As Caesar, your must win 15 battles, each on increasingly complicated battlefields and against ever-stronger opponents. If you succeed you not only pacify the Empire, but you also triumph over your enemies in the Roman Senate and humble the renegade General Pompei, who is raising an army against you even as the game unfolds.

The original *Warrior of Rome* drew some criticism for its mushy interface and the generally ponderous nature of its battle scenes. In both areas, the sequel surpasses the original. It is, in fact, a fairly innovative game.

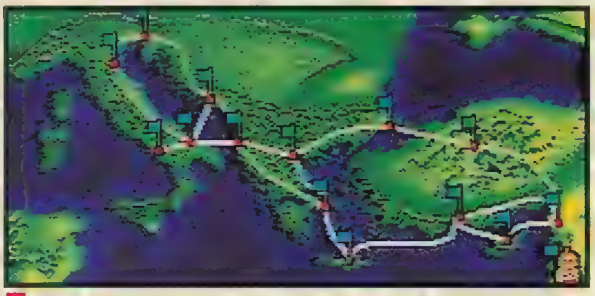
For one thing, it's one of very few Genesis games to use a Windows-style interface. This streamlined system enables you to pop open panels of information when you need them, then tuck them conveniently out of sight until

Set game speed at 4 or 5 until you become comfortable with the system.



In the map selection mode, you may fight any of the 15 battles you like. The higher the number, though, the tougher the battle.

There's an interesting political sub-plot to the campaign mode. It's carried forward through the game by means of handsome narrative screens.



In the campaign mode, you must win all 15 battles. The road map will change colors to show which roads you can and can't travel at a during a given scenario.

This is one of the few Genesis games to use the popular new windows system for its interface.

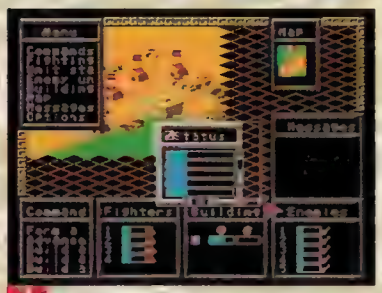
next time. You can enlarge or shrink the windows, you can scroll through information within even the smallest window, and you can arrange the windows on your screen in any configuration you choose.

For another thing, the action in *Warrior of Rome II* takes place in real time. Each battle unfolds as it would in real life, with both sides constantly in motion. Fortunately, the game's speed is adjustable, and on the lower settings you have plenty of time to make decisions. You can also issue commands and access all windows while the game is paused. Once you're comfortable with the game, try moving the speed up a notch for added drama.

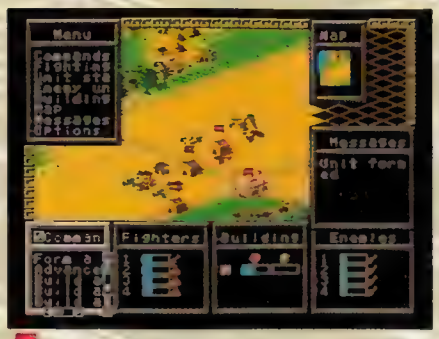
Battles are fought on three-dimensional maps, shown from a three-quarters top-down perspective. This system offers much more life-like terrain than the conventional 2-D hex maps used in most war games, and Bignet's graphics are very good.

Play proceeds in a logical manner. You select a command (an action to be performed), then you designate which unit will carry out that command. How fast and efficient your units are in carrying out their orders depends on how experienced and well-trained they are.

Besides marching and fighting, units can build and dismantle various structures. Fortresses provide strong defenses where weak-

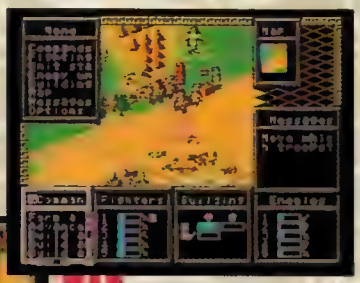


You can rearrange or resize each window of information, according to your preference.

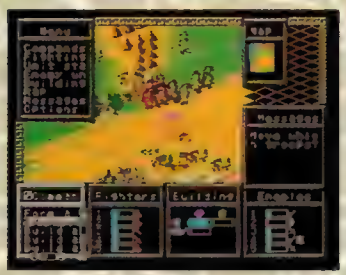


Always keep your units busy — marching, fighting, or building. Idle soldiers don't gain experience.

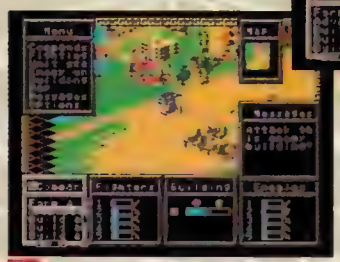
Form new units inside fortresses, but don't form more than you can keep track of.



When a unit is defeated, a small ghost flies up and off the screen.

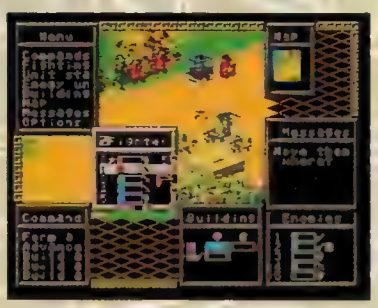


When a unit is severely damaged, it turns red. If you can block that unit from retreating to a fortress, you'll defeat it.



By attacking the enemy's buildings, you can cripple his ability to recruit new troops.

Units can be grouped together to follow orders like a single unit. Units under command are shown with a star beside their status bar.



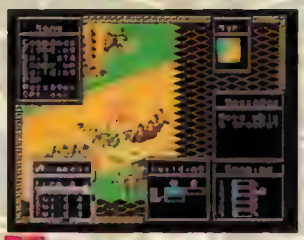
ened units can rest and regain strength, and where new units can be recruited. Coliseums offer training facilities where your troops can dramatically improve their skills. Shipyards enable you to create a naval force to carry your troops around the enemy's flanks or along rivers. Knowing how to get the most strategic value from your buildings is one of the keys to victory.

The game doesn't include a command to build barricades, in spite of the fact that battlefield engineering was one of the keys to the real Julius Caesar's victories. But you can use your buildings as barricades, since a row of them in the enemy's path will slow him down and cost him heavy casualties.

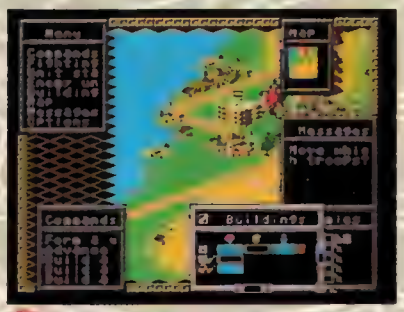
The representation of actual combat avoids the generic visuals seen over and over in the first game. Each unit is represented by a fairly large, animated figure, with blue plumes for the enemy and red for Caesar's men. This works fine, except that the little blue-crested armies look like bands of tiny, belligerent Smurfs.

Nowhere do we learn how big these units are, though. Are they 5,000 men? 10,000? 20,000? Casualties, and increases in experience, are represented only by bar-shaped meters. While a power meter might be alright in an arcade game, it's a very vague and emotionally

If units spend time training in a coliseum, they gain additional strength.



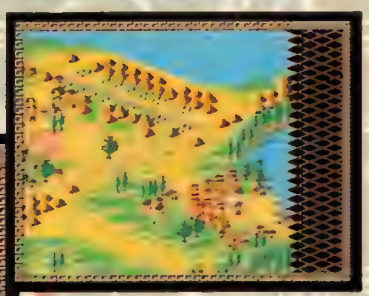
Units on horseback are more mobile than those on foot.



Graphs inside the Buildings window tell you how close a construction project is to completion, or how much damage a building has sustained.

As soon as you see this message, start rotating units into the coliseum for training.

In some scenarios, seaports are valuable resources.



If you want the largest view of the map, just collapse all the windows.

unsatifying way of depicting battlefield data. You never really get a feel for the number of men fighting, or for how many casualties each side suffers, and as a result the battles lack any human perspective. If we had to single out one major flaw in this game, it would be the lack of meaningful and exciting feedback from the battle scenes.

Although land combat is the most common type of action in *Warrior II*, there are many ways to fight the enemy. You can build navies and attack on the open sea. You can even wage economic warfare by sending your fastest units, not to attack the enemy's troops, but to burn and pillage buildings behind his lines, slowly but surely strangling him to death. These are good, desirable features.

So although *Warrior II* has a few weaknesses, it's a big improvement over the original. And as we said at the beginning, this game doesn't pretend to be anything more than what it is. If you want a good introduction to the strategies and tactics of battle, or if you just want to have a good time and try out a novel game system, *Warrior of Rome II* may be just what you're looking for.

GP

GENESIS
DATA EAST

TWO CRUDE DUDES

Data East, 1850 Little Orchard Street, San Jose CA 95125

"CRUDE MOVES"

PUNCH Punching works well against enemies who leap toward you. A good punch can stop Hunchbacks and Killer Dobermans dead in their tracks.

LOW KICK Kicking while crouching works well against attack dogs, if you can time it right. But using a low kick on some enemies can be a serious mistake!

KICK For every two punches you throw, you attack with one kick. A kick is slightly more powerful than a punch, and usually knocks your opponent down.

ROLL A quick duck and roll can get you out of a bad situation. Don't use this maneuver in a crowded area, though. You'll take damage if you roll into anyone.

JUMP-KICK While our musclebound heroes can't jump too high, their flying kicks still pack quite a wallop. An instant knock-down if you can connect with this move.

HURL You can pick up and throw just about anything in the game, from enemies to abandoned cars. You can even throw your partner!

Many brick walls can't stop a Crude Dude! A little punching and kicking will bring 'em down. Better yet, hammer your enemies into the wall until it shatters!

In *Two Crude Dudes*, ace meatboys Biff and Spike battle their way through a post-holocaust New York, trying to stop the evil mutants who've taken the city hostage. If the mutants aren't stopped soon, they might gain control of the entire country! So you've got to get to the root of the problem — the mad scientist behind the mutant army — and terminate him with extreme prejudice.

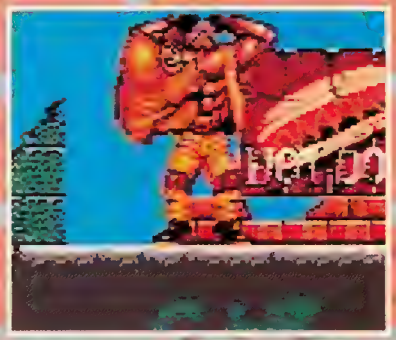
Two Crude Dudes plays like most other street beat em' up games. You move from level to level, belting anyone who gets in your way with whatever's at hand — garbage cans, street lamps, billboards, you name it. In this game, you can pick up just about anything on the screen, including your enemies. But the real fun is playing the two-player mode, in which cool double-team moves — like throwing your partner into a group of oncoming enemies — spice up the action.

If you're looking for stimulating, intellectual challenge, keep looking. But if you've had a bad day, and you want to rough up a few tough guys, no game could be more satisfying.

— Chris Slate

The deadly Disc Cutter attacks with a razor-edged discus. Dart in close and attack as soon as he throws it, then move quickly out of the way before it returns.

A Crude Dude can lift a car and toss it without even breaking a sweat, although the bad guys seem to have a little trouble catching it.



These blood-sucking Hunchbacks bite you and won't let go. Punch them just before they leap for you, while they're still in mid-air.

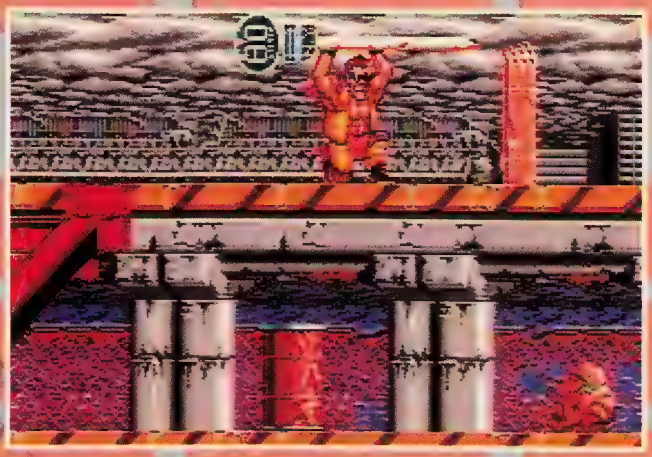
The Pyromaniac is one of the toughest enemies in the game. Leap to the platform above and then back down again to trick him into doing the same. Then catch him as he leaps down after you and toss him.

Green Commanders ambush the Crude Dudes as they pass this building. Be ready to roll out of the way as soon as they appear.

The boss of Stage 1 is aptly named Heavy Snake. First, knock down the wall he's standing on, then throw him over and over again. Watch out for his snake— it will tie you up while he gets in some cheap shots.

At the end of each level you can refuel your power meter by drinking a few Power Colas. Keep hitting the machine until it drops a few colas. Be careful not to beat it up too much or it'll blow up, and take the colas with it.

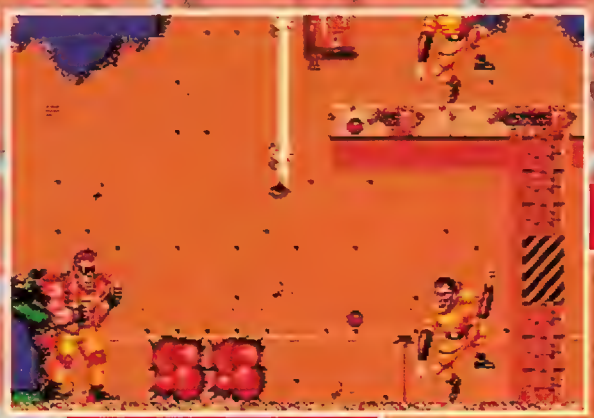
Stage 2 offers even more huge items to throw at people. Try clearing some space with a street light, or even a billboard!



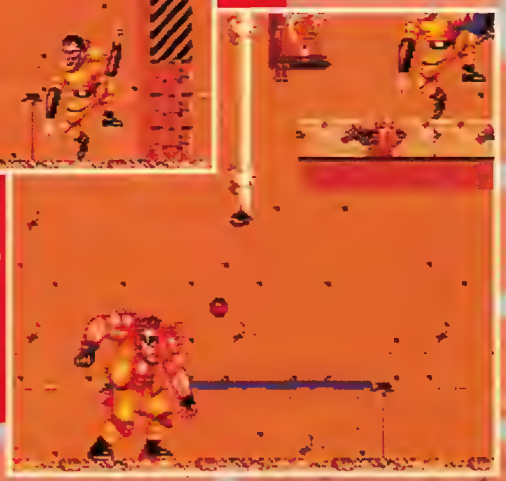
These Robot Hounds have been trained to latch on to you and not let go! It'll take a lot of tossing and turning to shake this pooch. When you do, attack with a low kick or a jump-kick.

Don't let Armor-Dillo steamroll you. Keep leaping over his attacks, and he'll eventually get dizzy and stand upright. Now's the time to attack with a jump-kick, or to pick him up and hurl him.

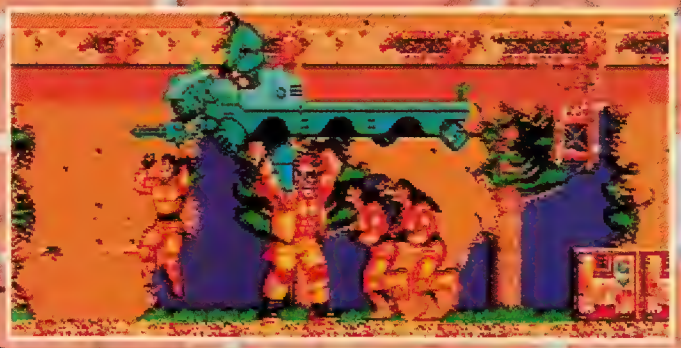
The Master Reaper attacks with two huge scythes. Leap over his attacks and counter-attack with jump-kicks. If you crouch on the stair adjacent to his head you can get in some easy low kicks.



The Mad Bombers are a tough bunch. Clear out all of the other enemies first, then go after the Bombers. Pick up their bombs as soon as they land and toss them back before they explode.

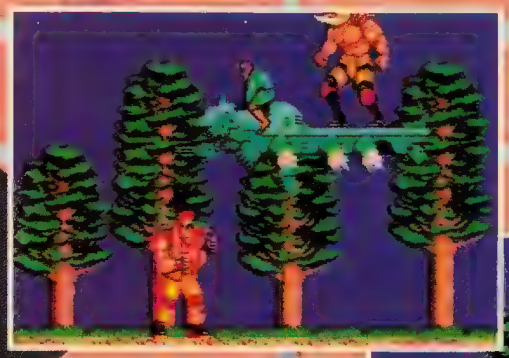


Jumpkick this guy as soon as he lands onscreen. Keep kicking over and over until he goes down.



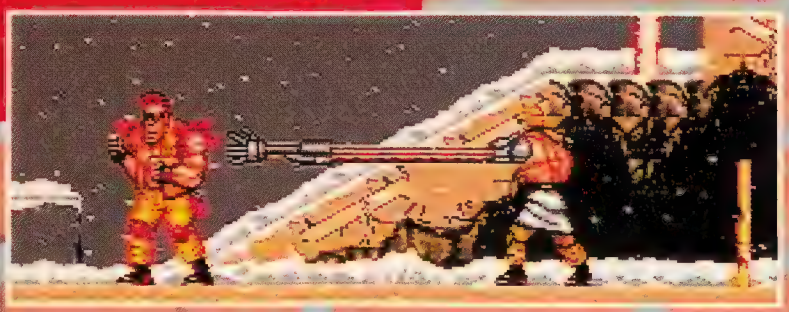
When the personnel carrier flies toward you, jump up and grab it. You can use it as a weapon!

These Mad Bombers attack from overhead. Work your way in close to them, and then attack with a jump punch. Be careful not to touch those bombs!

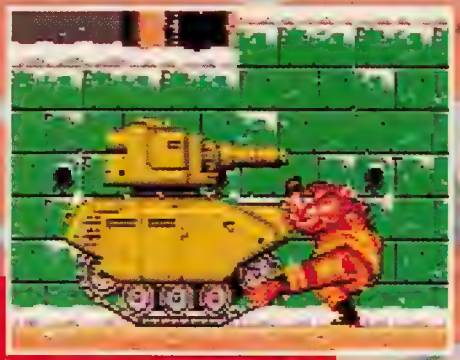


The boss of Stage 3 is none other than the gruesome Rhino Man. He enters the screen on a glider that you can't grab, so wait for him to land before you begin your attack. He'll charge you constantly. When he does, try to grab him a split second before he hits you. He's pretty hard to beat, so hang in there.

To take out the Hand-Sniper, you'll have to get in close and pick him up. Now throw him up onto the small hill, and wait at the bottom of the hill. As he walks down toward you, he'll move right into your flying fists.



This Santa Imposter is a little early for Christmas, but that doesn't stop him from delivering explosive gifts to the Crude Dudes! Pick him up and toss him a few times, and he'll lose that generous spirit.



These small tanks can be quite a problem. You can punch them, but it's faster and more effective if you can lift and throw them.

Tiny Leo is a pushover. That is, until he blows up into a giant Werewolf! When he does, stay as far away from him as you can. Continue to jump back and forth between the upper and lower levels — the Werewolf should do the same. If you're quick enough, he'll eventually get confused and remain on the level that you're not on. Now just leap behind him for an easy hit.

GP

SPLATTERHOUSE 2:

GENESIS/NAMCO

Three months ago, you escaped. But now your dreams turn to nightmares, and you are filled with guilt. You barely made it out alive, and had to leave your beloved Jennifer behind. She's there now, trapped in the House. Even now, the ancient mask that endowed you with the strength to escape is calling you back. You can still feel the mask's addictive energy flowing like electricity through your veins. You know you must go back and wear the mask once more. You must rescue Jennifer from that hideous House of Horrors.

A sequel to one of the better TurboGrafx games, Splatterhouse 2 is a real head- and stomach-turner. The excellent graphics are perhaps more "graphic" than the average player can handle! Each stage is filled with half-rotted corpses, blood, goop, and gore. Splatterhouse 2 is not for the faint of heart. And you certainly won't find some little plumber in overalls hopping around. So if a little gore makes you uneasy, you might want to skip the next few pages.

Still here? OK — but you were warned.

— Vince Matthews

Namco, 3255 Scott Blvd, Suite 102, Santa Clara CA 95054

THE DEAD ZONE

SHE DOESN'T HAVE TO DIE: STAGE 1

Zombies, Ghouls, the Undead. You must battle them all to reach Jennifer — either barehanded, or with some help.

TOOLS OF THE TRADE

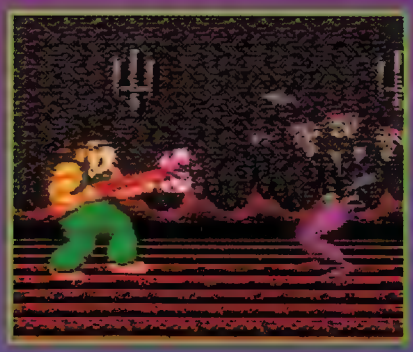
Left behind by Dr. Mueller, these weapons will help you even the odds.

Lead Pipe: Swing it like a baseball bat for some smashing results.

The Bone: This doesn't have quite the weight of the pipe, but it's pretty effective!

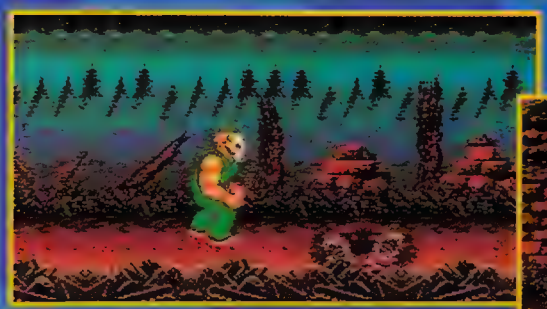
BUZZZ

Chainsaw: It'll cut a lot more than trees.



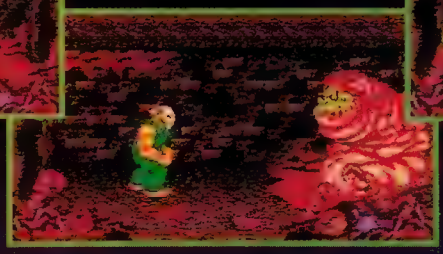
Shotgun: Keep your hand on the pump. You've got only eight shots, so make sure each counts.

Potassium Bomb: These explode on impact and burn anything around to a cinder.

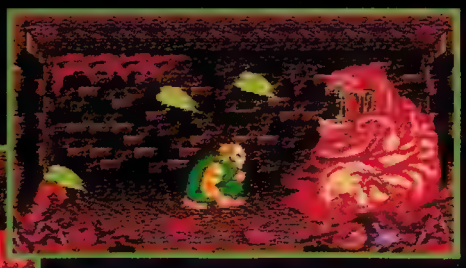


The Screaming Mimi's you encounter early in the stage can be easily jumped and avoided. Or, if you advance quickly through this area without stopping, they won't appear at all.

THE FIRST ENCOUNTER: STAGE 1 BOSS, BLOBMAN



Zombie flesh forms the Blobman.



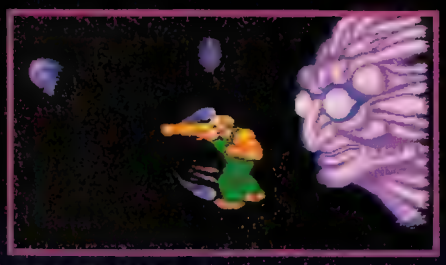
Avoid the goop he spews at you.

Attack and jump away, continuing the pattern until he's destroyed.

When you're on the elevator, move quickly from side to side, kicking and punching the guts out of the ghouls.

GOING DOWN: STAGE 2, THE ELEVATOR AND GHOUL HALL

THE SECOND ENCOUNTER: STAGE 2 BOSS, EYES

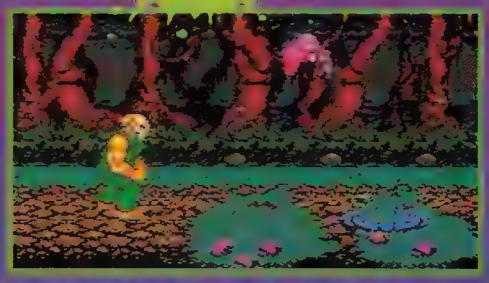


Punch the heads as they spin toward you. Learn their patterns.

Jump the breath spirit and attack.

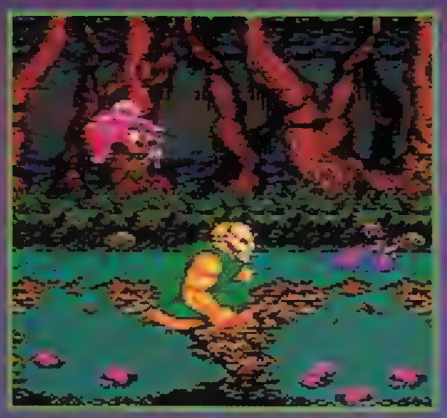
Keep it up, and Eyes won't last long.

DELIVERANCE: STAGE 3, THE FOUL RIVER

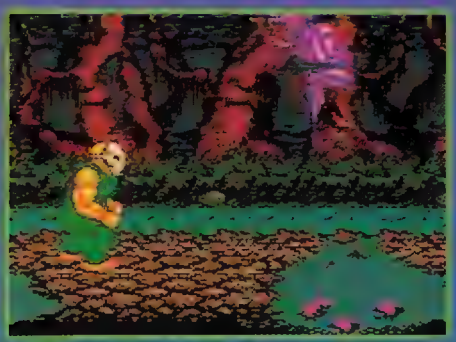


Man-eating fish attack all along the river. Move forward carefully, waiting for the fish to jump out of the water.

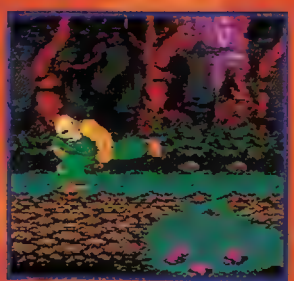
SPLAT!

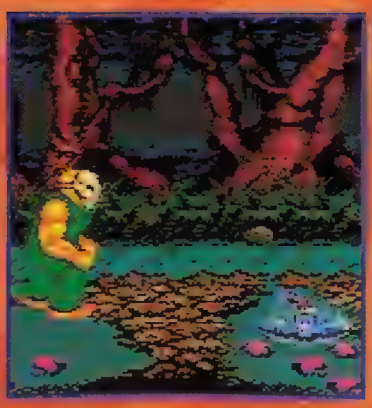


Avoid headaches — duck flying fish.



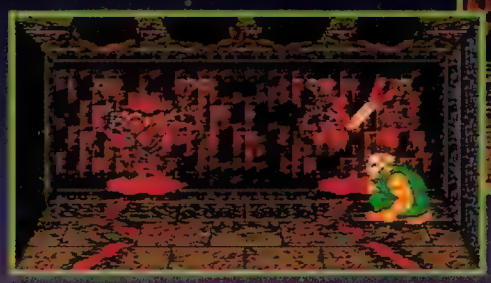
Possibly the most difficult part of the stage are the jumping ghouls.



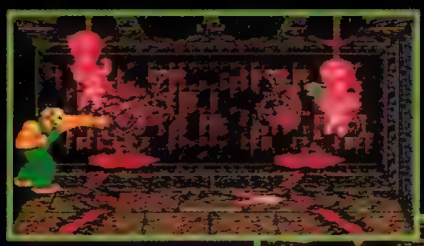


Attack with well-timed kicks to the ghouls' midsections as they jump toward you. This knocks 'em back into the water.

THIRD ENCOUNTER: STAGE 3 BOSSES, THE BABY MUTANTS



Squat to the far left and knock down both the hedge clippers and the chainsaw as they fly by. Whichever you knock down first will be the weapon you use against the Mutants.

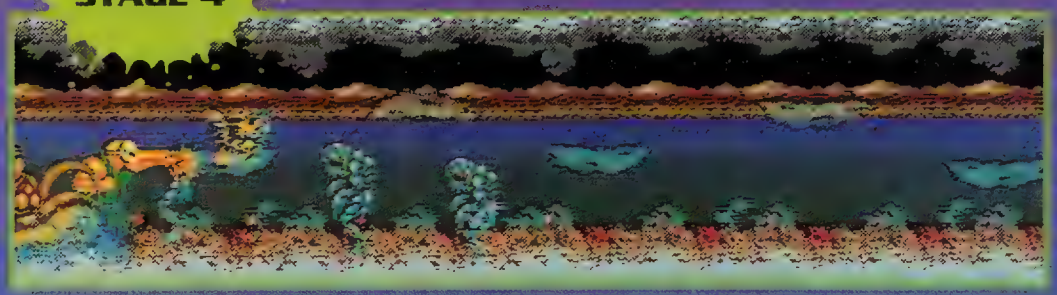


Once you've stopped the possessed weapons, quickly move to the far right. Avoid the Babies' hurl, and continue the attack.

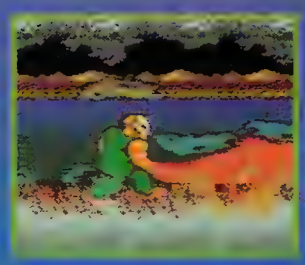
After the Babies are finished, there's just one more order of business.

SPLAT!

THE PATH TO THE HOUSE: STAGE 4

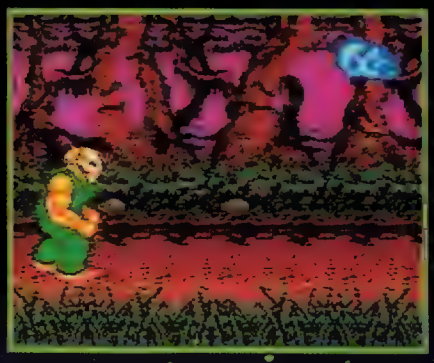


Keep moving and punching as you cross the bridge. Punch each ghoul once, and move forward. Jumping attacks will only cause you to lose ground.

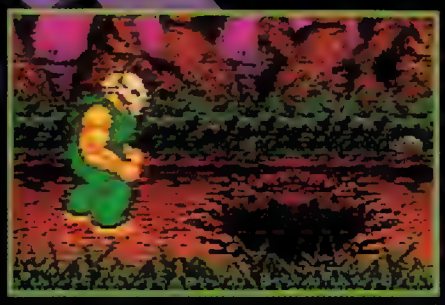


You've escaped! The house is just ahead.

These spinning, magic flames turn into Zombies right before your eyes.



The ghost faces try to possess your body — if they do, you'll be stopped dead in your tracks.



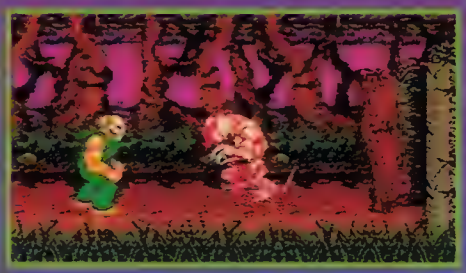
This hole to the Netherworld is no shortcut. In fact, it's more dangerous than the normal path. If you get shoved into it, here's how to make it out alive.

THE NETHERWORLD: THE ZOMBIES' TOMB

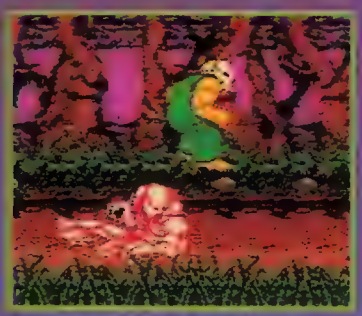
Didn't his mother teach him not to play with spikes?

These Zombies can be stopped easily with two good slugs. Your biggest problem is the spikes that can appear at any time. Jump them carefully, and watch for charging Zombies.

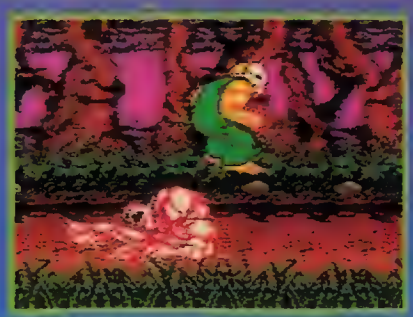
THE FOURTH ENCOUNTER: SPIDER-BUG, STAGE 4 BOSS



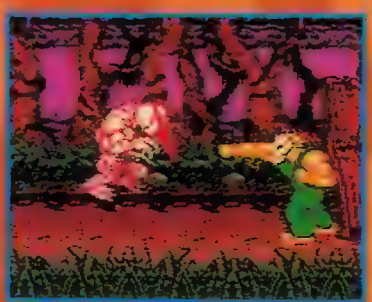
If the Bug thinks you're getting too close, he slides to attack you. Wait for him to hop toward you, then attack just as he jumps back.



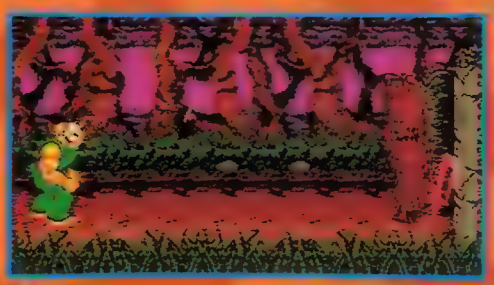
Jump over his sliding attack.



Strike him again as he jumps forward.

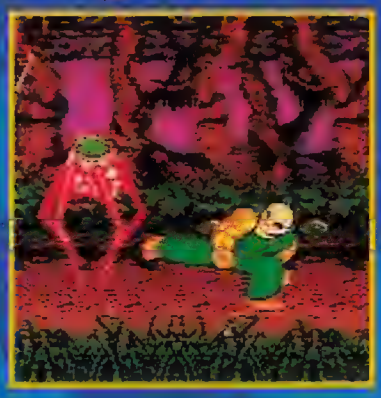


Once you think you've destroyed the Bug, he mutates into an even meaner insect.



Move away as quickly as possible.

Now creep forward, and kick him as he charges.



As he begins to jump, stand and punch or kick him.

INSIDE THE HOUSE: STAGE 5

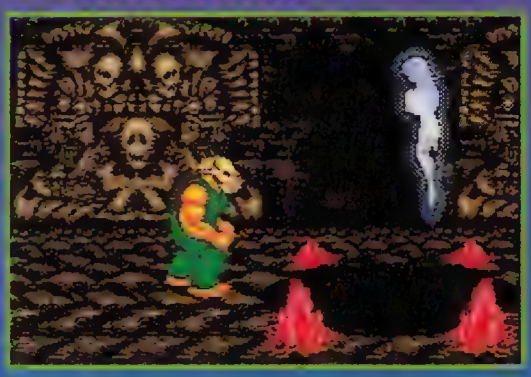
The Library: Use sliding kicks on the crawling severed hands.

The Lab: This is where all the ghouls come from. Advance cautiously.

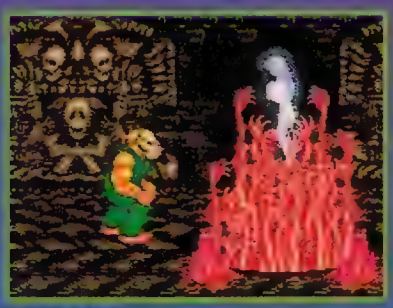
The Sewer: This underground passageway will take you to another lab. Jump the slime monsters after you attack.

THE HORROR, THE HORROR...

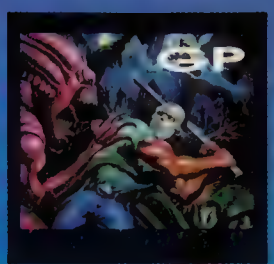
Advance slowly here. Not only do you have to contend with the ghouls, but the Mad Doctor is also throwing flammable liquids at you.



Finally you've made it to Jennifer! She's alive and well...



...or is she?



Wonder Boy in Monster World

GENESIS
SEGA OF AMERICA

Maybe it's got something to do with the name of the place. Every year or two, Monster Land is overrun by monsters. They roam every conceivable terrain, from the bottom of the sea to the hottest deserts. And each time the monsters return, Shion the Wonder Boy is called on to get rid of them.

Wonder Boy in Monster World is the first Wonder Boy adventure for Genesis. The series began on Master System, and the last Master System installment, *Wonder Boy in Monster Land*, is one of the best-looking 8-bit games ever designed.

Wonder Boy in Monster World maintains the high standards set by the previous games. The graphics are colorful, the characters are big and attractive, and each of the many lands you'll visit is like a game in itself.

Although *Monster World* is easy enough for young gamers, it packs enough variety and challenge for anyone. It's one of the most attractive Genesis titles we've seen in quite a while, and no Genesis fan should be without it.

— *Matthew A. Firme*

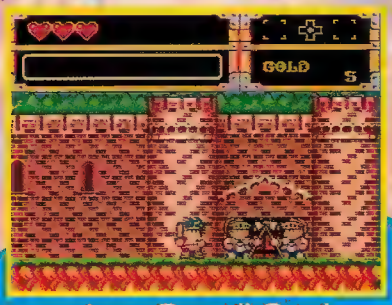
Sega of America, 130 Shoreline Drive, Redwood City CA 94065

Wonder Boy in Monster World

Upgrade your equipment any chance you get. If you can't afford to buy something, go slay a few monsters to earn some quick cash.

Shion, the Wonder Boy, begins his adventure in his own peaceful cottage. Always ready to lend a hand, he sets out once again to free his region from a new plague of monsters.

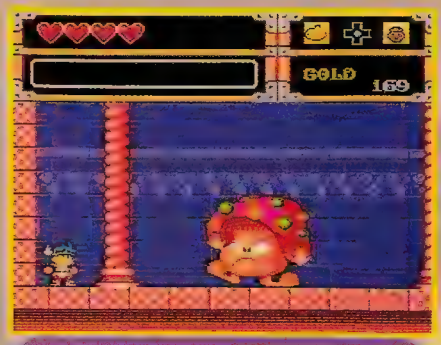
There's only one thing to do — head for the fairy village of Alsedo, and look for some clues. To reach Alsedo, you'll have to jump across on these jellyfish.



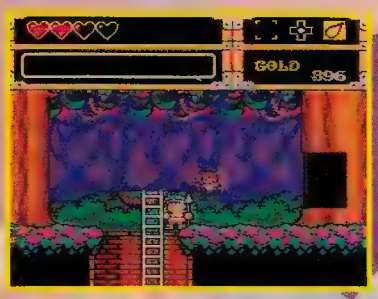
The guards at Purapil Castle won't let you inside! Those monsters have kidnapped the Princess, and the Purapil is off limits until she's found.

The monsters have sealed the doors inside the cave. To open them, you must find the ocarina and play certain tunes. A girl in Alsedo can help once you find the instrument.

You find that Alsedo is under attack by monster mushrooms! Guess who'll have to get rid of them. Stand between the two statues and leap into the sky to see the fairy queen, Eleanora. She'll send you to a cave outside the village.



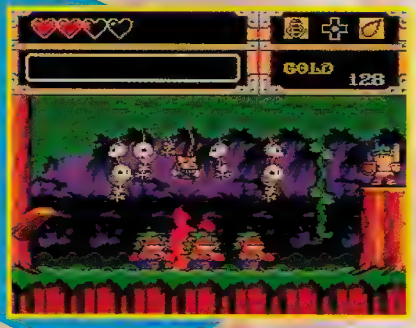
The Myconid is the leader of the mushroom monsters, and the first boss you'll face. Attack him head-on, and he'll soon go down. Return to Eleanora when you've won the battle.



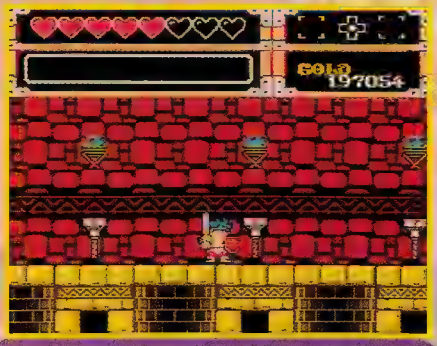
The grateful Eleanora shows you a secret tunnel into Purapil Castle.

In the tunnel, you'll find the princess. But you'll have to defeat an evil knight to rescue her. When you do, the people in Purapil will send you to Lilypad, the Dwarf village.

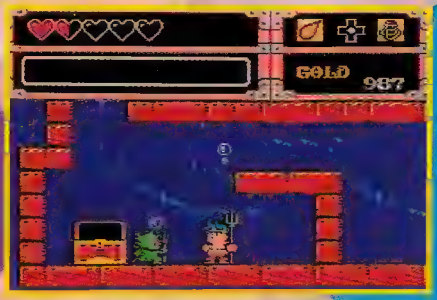
The path to Lilypad lies to the left of the lowest level of Purapil. When you reach the Dwarf village, you'll learn of a missing boy. Keep moving to the left, and you'll find him.



When you've rescued the boy, his father tells you of Poseidon's Trident, which is held in some ruins outside the village. As soon as you enter the ruins, rush to the left and jump on the switch there. It opens a secret room, where you'll find a lamp.

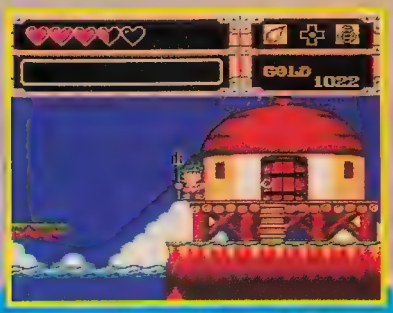


To get the trident, you'll have to open a secret tunnel to the right of these lamps. Jump on the second lamp switch, then the third, then the first, and finally the fourth.



With Poseidon's Trident, Wonder Boy can journey beneath the sea! Jump into the water in the tunnels beneath Purapil. And don't forget to explore the sea between Purapil and Alsedo!

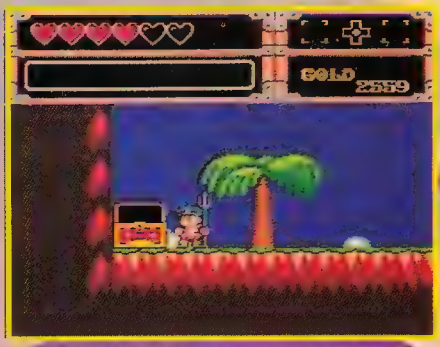
Wonder Boy in Monster World



Eventually you'll have to jump out of the water and enter this hut. The girl there will tell you how to find Poseidon in exchange for your ocarina.

Poseidon's Temple is filled with fans like these. Smash the red balls to disable the fans.

Finally, Poseidon himself! But the adventure's not over yet. He tells you that the Elder Dragon must speak with you, and that you go to the Pyramid across Maugham desert to reach the dragon. Without the Oasis Boots, you can't enter the desert.

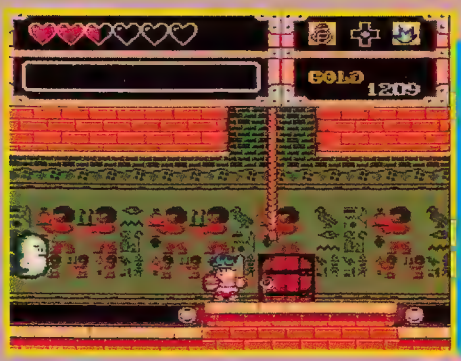


Swim back to Purapil the way you came. But when you reach the tunnel, surface and walk to the left. Here lies the Pygmy Sword — you'll need it later on!

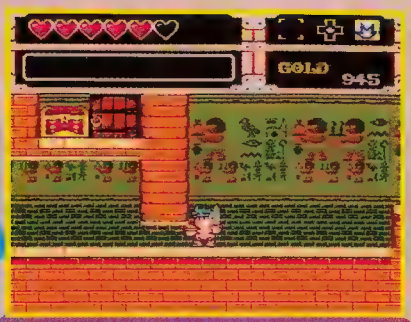
The monsters in Maugham desert are fast and tough. Don't rush your battles with them. Let them come to you, and use your shield!

In a pit beneath the desert you'll find Quake Magic — the most powerful attack magic there is. Getting out of the pit can be pretty tricky, but the magic is worth it.

After the pit you'll come across this brick shaft. Climb into it, and at the bottom use the trident and swim down to find the Sun Key. Without it, you can't enter the pyramid.

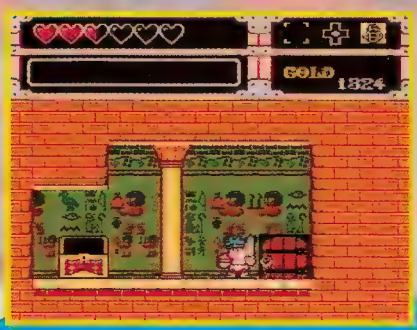


Conveyor belts, mummies, and ghosts make for tough going inside the pyramid. Start by climbing the rope as high as you can, then hit every switch you find.

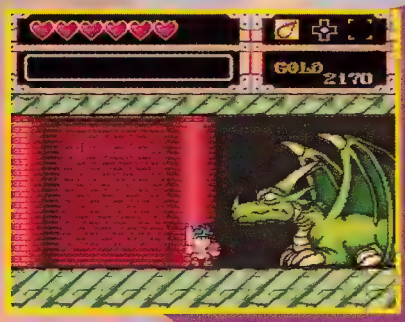


A few of the openings in the pyramid are too small for you to enter. Keep them in mind for later!

The Sphinx asks you five questions. If you get four right, he'll tell you how to reach a new land. Get all five, and he'll give you Thunder Magic.



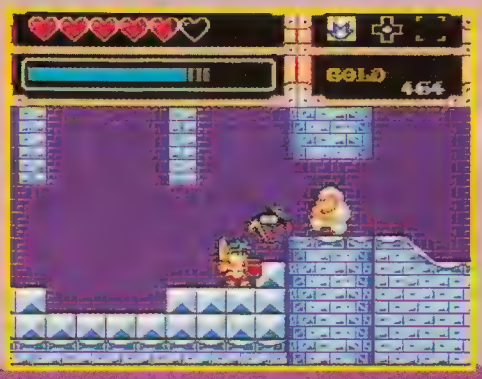
Before you leave the pyramid, use one of the new keys you found and enter the room at the right side of the pyramid. You'll find the Pygmy Shield!



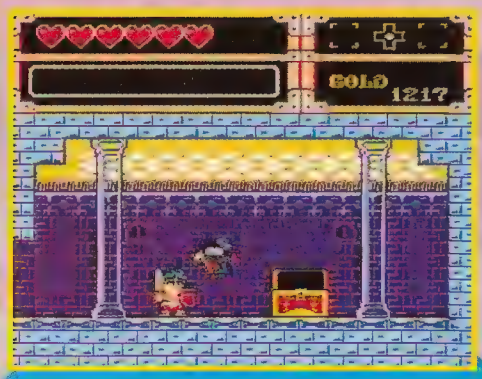
The journey to Begonia, the Dragon Village, is a tough climb past belligerent, spear-throwing monsters. When you finally reach the village, the Elder Dragon sends you to Ice World to retrieve the Old Axe.

You'll find the entrance to Ice World in the tunnels beneath Purapil, just past the entrance to the underwater world. When you reach this ice block, your bracelet melts a pathway for you.

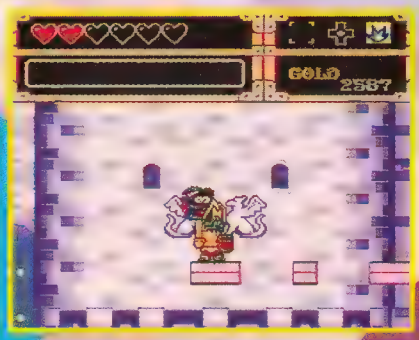
Childam, the Dark World village, is a welcome resting spot in Ice World. The village fortuneteller sends you on a quest to the Ice Castle, and sends Shabo along to help.



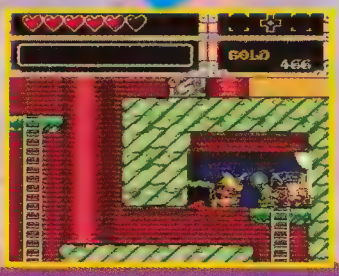
Everything in the Ice Palace is ice-covered and slick. The monsters, like this white ape, are quick on the attack. Try to stand still and let the enemies come to you.



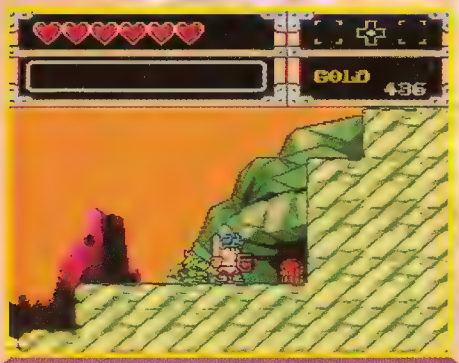
Near the top of the palace, in the right tower, you'll find the Pygmy boots.



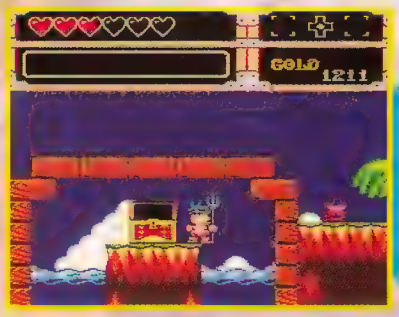
To meet the boss of the Ice Palace, you must place the two gemstones you found in these holes in the walls. When you do, a door opens leading to the Ice Bomber.



The Ice Bomber gives you the Old Axe, and it's time to go back to Begonia. The blacksmith there wants to make you a special weapon, but a key ingredient has been stolen!



The Fire urn was taken into the volcano — and the door's too small for you to use. Now, if you have all the Pygmy items...



Where was that Pygmy Armor? Here's a hint. When you find it, the real adventure begins. Hope you're not afraid of heights!

GP

Wonder Boy in Monster World

Ax Battler

— A Legend of the Golden Axe

The Golden Axe was a gift from the gods. Whoever held the Axe could rule the world, and it was given to a good and wise king, who governed with justice and peace.

But many coveted the Golden Axe, and one black day an army led by Death Adder Jr. stormed the castle and took the Axe. The world was thrown into despair.

There lived only one man brave enough to challenge Death Adder Jr. and restore the world: Ax Battler.

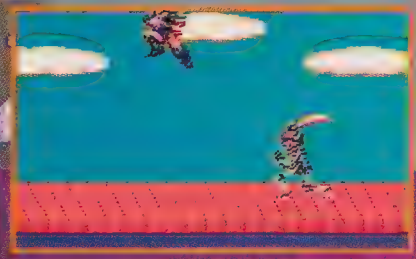
Ax Battler is a role-playing game with action stages. It's colorful and nicely detailed. But be ready to spend some time with it — the action stages range in difficulty from easy to nearly impossible, so beating this game can take plenty of time.

— Jeff Lundrigan

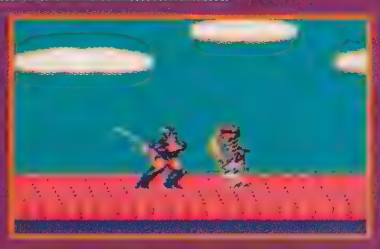
Sega of America; 130 Shoreline Dr.; Redwood City, CA 94065

The Enemies

The forces of evil are everywhere. Often, you can't take two steps without being attacked. Knowing exactly how to deal with your enemies can mean the difference between success and failure in the dungeon stages.

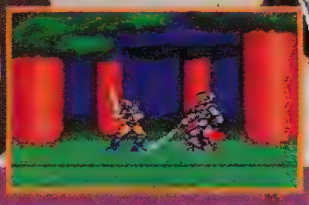


Amazons and Barbarians are common early in the game, and neither are very dangerous. Just stand in place, let them come toward you, then swing. If you time it right, they won't even touch you. The Neo Amazons and Barbarians later in the game can be defeated the same way.



Skeletons are tough. Jump away from them as they attack, then quickly turn and strike. If you miss, they jump away and walk back toward you. Hit them as they approach. Be alert — Skeletons quickly counterattack after taking damage, so jump away as soon as you hit them.

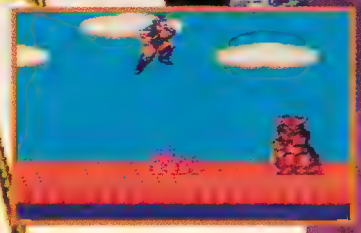
Attack the Bad Brothers much as you did the Skeletons. First, jump back from their rushing attack, then move in carefully and swing. Don't jump away after landing a blow, though. Just keep swinging, and the enemy should walk right into your sword. If not, edge forward a bit.



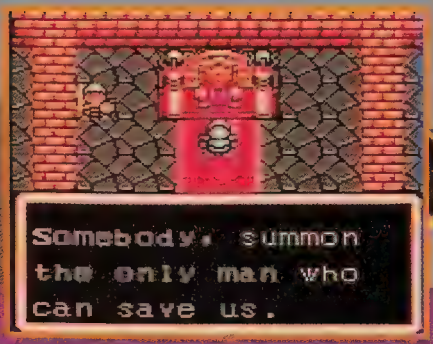
Knights seem tough, but they're really pushovers. Stand in place until they start swinging, then zip in between blows and use a Super Swing.

Neo Skeletons jump into the air and try to land, sword down, on your head. Stand in place as they jump, then as soon as they begin to drop make a Super Swing and cut them out of the air.

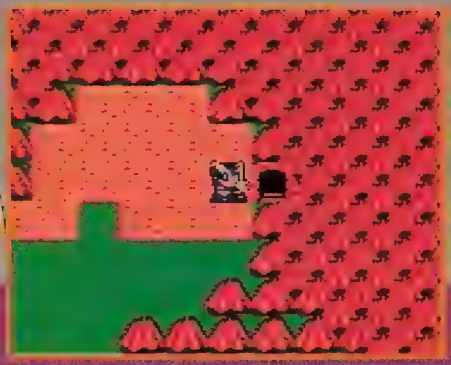
Neo Knights are probably the hardest enemies to defeat. Stand and wait for them to start swinging, then jump high and make a Jump Attack. Timing and placement are critical — don't land when his sword is up, and don't land too close or he'll hit you when he gets back up.

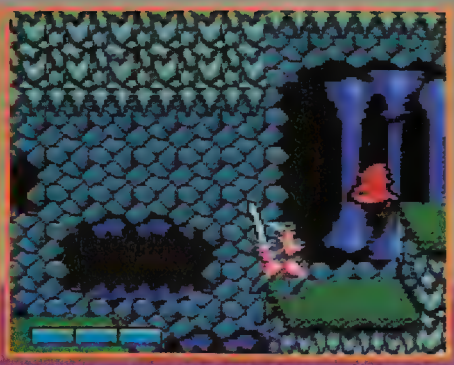


Death Adders are easy. Jump the flame they throw, then land close to them and swing. They'll back up, even if you miss, so move forward. Keep backing them up until they can't go any farther — your sword is longer than their axes, so just stay out of range and slash away.

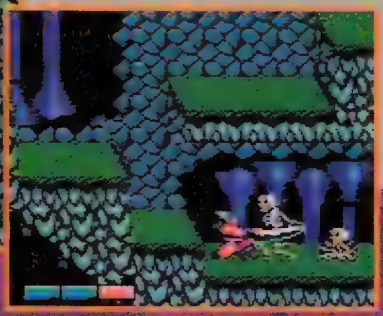


The Golden Axe has been stolen, and the kingdom is in turmoil.

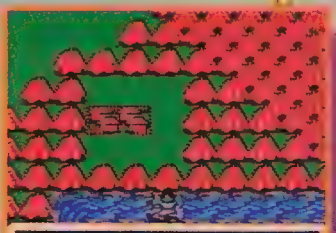




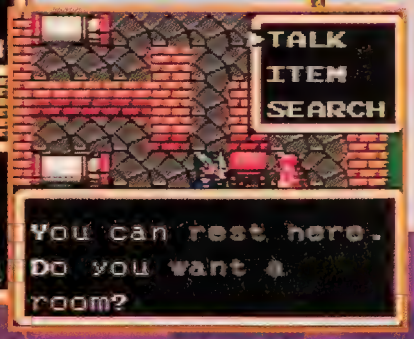
The first place you should explore is this cave, east of the castle. It's not too dangerous, but watch out for the bats that drop from the ceiling.



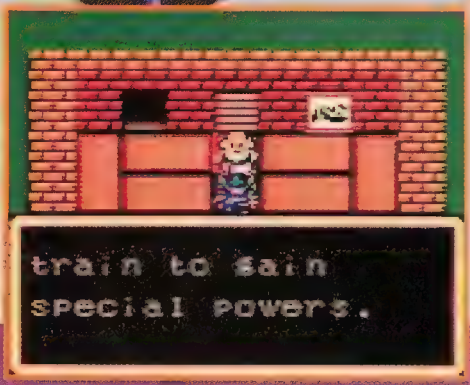
Take the upper route through the cave to avoid the Skeletons that infest the lower caverns. This chest at the end of the cave contains a bomb you're going to need.



The city of Firewood is totally surrounded by mountains, but a liberal application of explosives should clear a path.

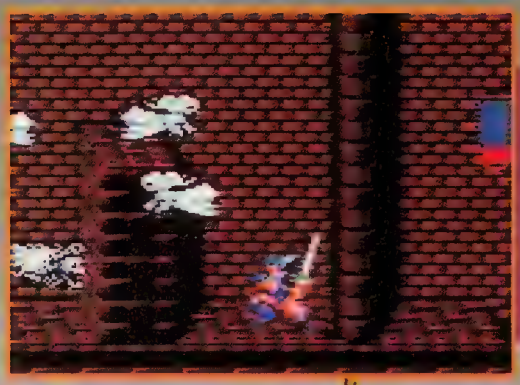


Towns are important places. In them you'll find an inn to rest and regain your strength, and a place to get a password.

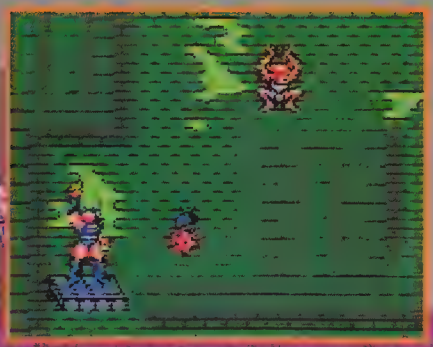


In the training hall, you gain new powers by defeating an enemy. Be sure to stop here before going on, since the power you learn is usually necessary for getting through the next action stage.

Next, your journey leads you to this tower, due west of Firewood. Here you'll find the mystic crystal needed to summon the Great Turtle.



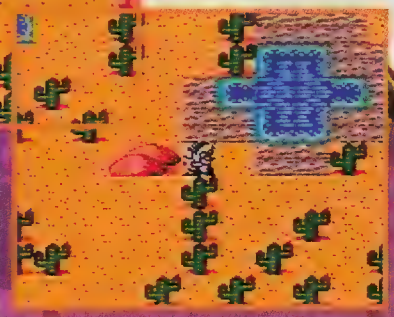
The tower is swarming with ghosts, and they can only be hurt when they turn solid and dive. Fortunately, they move in short, predictable patterns. Find a spot and wait for them to come to you.



You'll meet this fellow near the tower's summit. Blast him with magic rather than trying to fight him.

When you find the crystal, head for Sea Town, south of Firewood. In the training hall you'll learn the Upper Swing — and if you fail, the instructor gets mighty peeved.

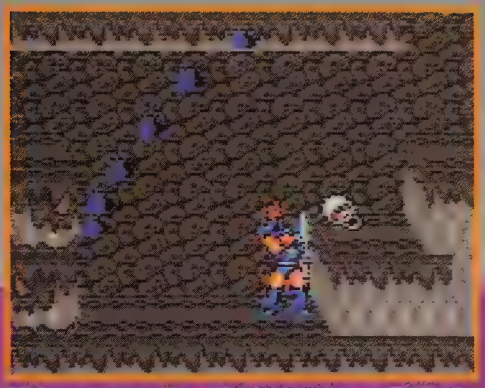
Throw the crystal into the ocean at Sea Town, and the Great Turtle will appear. Fighting your way across the back of the Turtle isn't easy, so take your time.



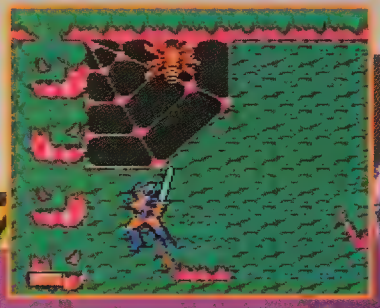
On the other side of the Turtle is the town of Sand Marrow, on the northern edge of the vast desert. South and slightly west of Sand Marrow is the Desert of Death.

The Desert of Death is deceptive. Jump up here and take these stairs to a secret chamber in the top of the pyramid. Here you'll find a key, and the stage is over — no sweat.

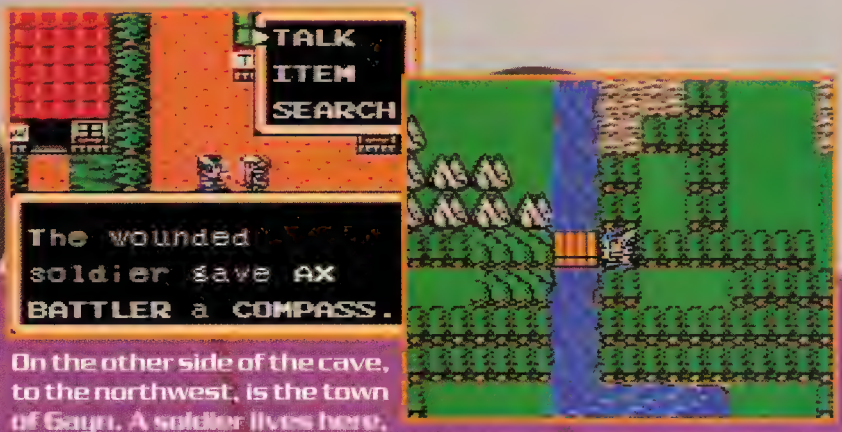
West of the Desert is Port Town, a tidy little place where you can learn the Super Swing, a blow that does double damage. Southwest of Port Town is another cave. Collect plenty of magic vases before entering this cave. You'll need them!



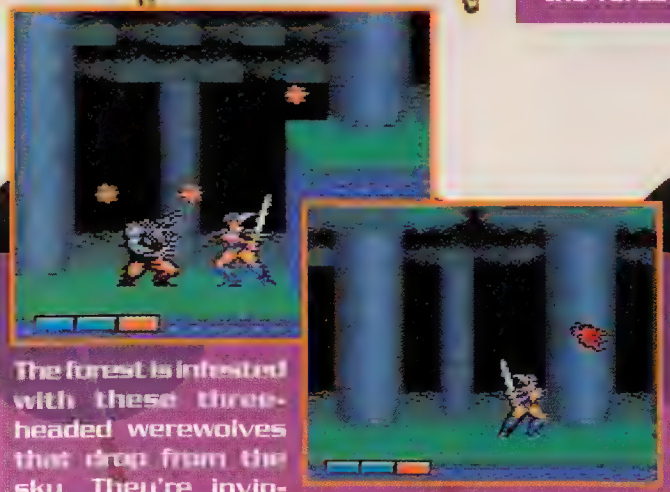
This cave is dangerous. Select Thunder magic before going in, then use it to zap these skulls and get up the stairs as quickly as you can.



When you come to this drop-off under the second big spider, hold the control pad Left as you drop — there are arrow traps below.

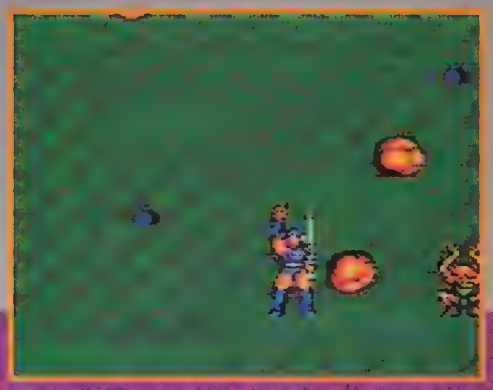


On the other side of the cave, to the northwest, is the town of Gayn. A soldier lives here, and he'll give you a compass. With the compass, you can enter the forest south of Gayn.



The forest is infested with these three-headed werewolves that drop from the sky. They're invincible, but slipping past them is easy. The bats are much more dangerous. Walk through the forest slowly, and be ready to swing that sword.

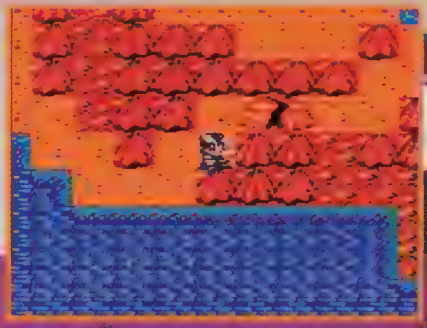
On the other side of the forest you'll find a group of trees surrounded by swamp. Search here for the Fruit — you'll need it to summon the eagle on Gayn Mountain, which lies through this pass to the west of town.



Use magic to destroy the rocks that come tumbling down these stairs, then jump up to the next set — don't mess with the guys throwing the rocks, just get by as quickly as you can.

At the mountain's summit, a huge eagle will fly down and pick you up. The rest of the stage takes place on the back of the eagle, but the only enemies you have to worry about are a few skeletons that pop up through the floor.

There's a bridge east of where the eagle sets you down, and north of the bridge you'll find the town of Snow Village where you'll learn of the power of the Magic Stone. The Stone is found northwest of the town, in the center of another swamp.



With the stone in hand, you can travel south across the river to the Ice Cliff.

The biggest dangers you'll face in this stage are a pair of swift avalanches that can knock you off the cliff. To avoid the first, jump across these chasms without stopping. To survive the second, use the tackling move to run, then jump just as the snow hits your feet — you have to wait until it's almost too late.

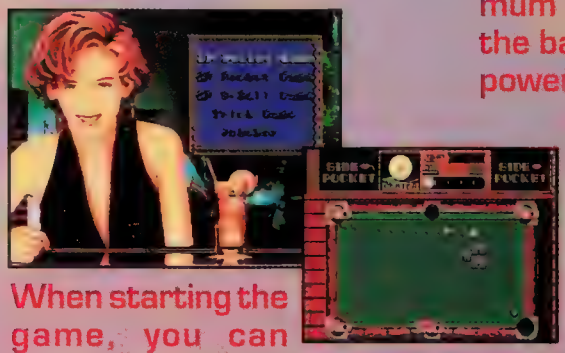
The final dungeon lies at the other side of the Ice Cliff. Before you enter it, return to Snow Village and rest at the inn. As long as you don't turn the game off, return to the final cave without having to face the avalanches. And now, Ax Battler, the rest is up to you!

GP

SIDE POCKET

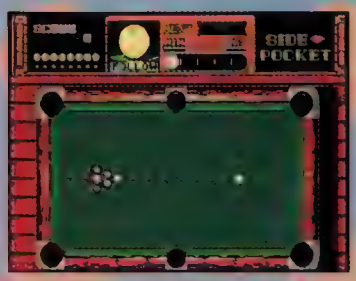
Genesis/Data East

Fast cars, beautiful women, and the finest restaurants. These are just a few of the things a jet-setting billiards pro gets used to seeing every day. But before you grab your cue stick and head for Vegas, keep in mind that it's not all a bed of roses. When you're not sweating it out against pool's living legends, you're constantly on the move from city to city. It's won't be easy, but if you can show your stuff in LA, San Francisco, New York, and Vegas, you'll be ready for the big-time in Atlantic City.



When starting the game, you can chose between straight pool or nine ball, and one player or two. There's also a "trick shot" game where you must complete very difficult shots to uncover a hidden picture. Some of the shots are almost too hard, but you can try them as many times as you like.

Side Pocket is a great new billiards game for the Sega Genesis. It combines all of the skill, finesse, and luck of the real game. In the one-player mode you play in tournaments from coast to coast, ultimately reaching Atlantic City. In the two-player game you can chose between straight pool or 9-ball. There's also a special trick-shot game in which you must sink some very tough shots to uncover a secret screen.

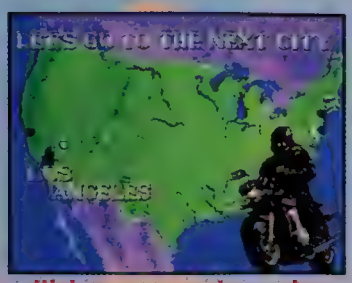


When it's your turn to break and there are only six balls on the table, try this: move your dotted directional path up one notch above horizontal, and put the maximum amount of follow on the ball. Now hit it with full power — the six ball almost always rolls into the lower-left pocket.

Side Pocket is terrific, but it could be even better. It would be nice if there were a password feature to allow you to continue at the higher levels. And a few additional game variations, such as 8-ball, would be welcome. But on the whole, *Side Pocket* is very well designed and a lot of fun — especially in the two-player mode. It's a great change of pace from hacking-and-slashing, or saving princesses.

— *Chris Slate*

You can catch up quickly if you hit the money hole, marked by a flashing star. It shows up randomly, and can be worth as many as 2000 bonus points!



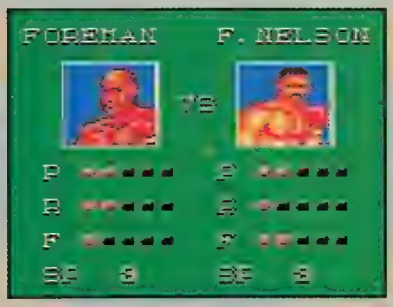
You'll have to play almost flawless pool to reach Atlantic City. Along the way, you'll prove yourself in major cities nationwide.

Data East,
1850 Little Orchard Street,
San Jose CA 95125

GEORGE FOREMAN'S KO BOXING

Game Gear/Flying Edge

He's been chomping down burgers and ripping through steaks. George Foreman's about to start the second chapter in his legendary boxing career, and you're going to help him do it. It won't be easy — after ten years of retirement, no one's giving him a chance. But the former heavyweight champion doesn't quit. If you have him train hard and eat heavy, George will have a shot at the title once again.



Before each bout you're briefed on your opponent's strengths and weaknesses. Be sure to build George up so that he's a good match.

At the end of each round, the ringside judges score the fighters' performances. It's very important to fight consistently well — if there's no KO, the winner will be decided by whomever has the most points at the end of the bout.

Both fighters regain some energy between rounds. The amount you get back is determined by your recovery rating.

In *George Foreman's KO Boxing*, you control the heavy-hitting Texan himself as you work your way closer and closer to a championship bout. Set up a powerhouse right with quick left jabs. Duck punches and deliver sharp uppercuts. It's all here in this action-packed contender from Flying Edge, a new label developed by videogame giant Acclaim. There's even a two-player vs. mode where you and a friend link up Game Gears to fight against each other.

George Foreman's KO Boxing is a game you can have a lot of fun with. Some of the tougher opponents can be frustrating at times, but you shouldn't have many problems once you're tuned in to their special fighting techniques. *Foreman* is also a great game to play while on-the-go because it's so easy to pick up and get into. It doesn't matter whether you're a boxing fan or not — it's hard to resist the charm of burger-munching George Foreman.

—Chris Slate

Don't get caught in the ropes — try to force your opponent to his side of the ring by timing your punches carefully while walking toward him. You want to develop a rhythm with your punching — continually strike at your opponent's head just as it bounces back from your last blow.

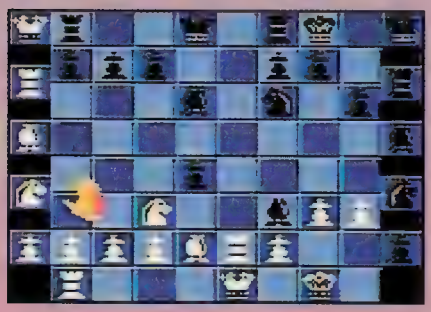
Flying Edge, 71 Audrey Ave., Oyster Bay, NY 11771

THE CHESSMASTER

Game Gear/Sega of America

If you own a Game Gear and like chess, take notice. *The Chessmaster* has arrived for the small screen, and it's a dream come true for chess fans who like to play on the go.

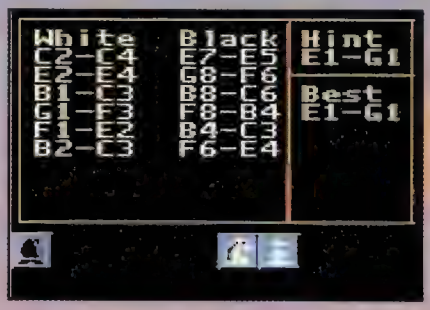
The Chessmaster has tons of options, but it's still a breeze to use. The directional pad controls a hand icon. To make a move, simply put the icon on a piece, and press 1. Then move the piece with the pad and press 1 again. If you accidentally move the wrong piece (or even if you just made a poor move), use the Takeback/Replay option to correct the error. You can take back as many moves as you like, all the way to the start of the game.



Use the Set Up Board option to create your own chess problems.

Two of the game's 16 levels of play are designed especially for novice players. The other levels are based on the number of moves that must be made within a certain amount of time. For example, level seven is 30/45, which means the computer has 30 minutes to make 45 moves. The more time the computer has to make its moves, the better the move will be. But even if the computer has to move very quickly you can still expect a very stiff challenge.

There are other ways to fine-tune *The Chessmaster* to your skill level. One option prevents the computer from analyzing the game during your turn. Another feature, especially handy for beginners, prevents *The Chessmaster* from using its Opening Book, a library of tens of thousands of opening moves the computer can refer to during the early part of a game.



***The Chessmaster* is always ready with a hint to keep you in the game.**

The teaching mode only shows all possible moves, not basic strategies, so beginners should pick up an introductory chess book. Aside from that, *The Chessmaster* is as complete a chess game as you could want for the Game Gear.

—*Stephen Poole*

In Teaching Mode, every possible square a piece can move to is displayed.

You can flip the board any way you like, making it easy for two human players to see their pieces from the proper angle.

Sega of America,
130 Shoreline Drive,
Redwood City, CA 94065

DAVID ROBINSON'S SUPREME COURT BASKETBALL

Genesis/Sega of America

If you're one of the many basketball fans who spends the off-season counting the days until November, give *David Robinson's Supreme Court Basketball* a look. This latest basketball sim for the Genesis breaks out of the pack with all-new features and an overhead, three-quarter view of the action that lends the game a real 3-D feel. So even if you already own other basketball games, this one has something new to offer.

You can choose from a long roster of players, and each has his own strengths and weaknesses. Make sure your team is well-balanced.

While *Supreme Court* doesn't use real NBA teams, it does have a unique player selection mode. It works like the NBA draft, with you and your opponent taking turns choosing from a list of the best athletes around. Every player is different — some are aggressive defenders, while others rely on speed and leaping ability. There are shot-blockers, and hot three-point bombers. Your success depends heavily on choosing the right lineup.

The game's smooth playability is its strongest point. In some basketball games, simple tasks are made difficult due to poor game mechanics. In *Supreme Court*, moves that should be simple *are* simple. To intercept a pass, for example, you just step in front of it. No complex button pushing needed, just careful timing.

David Robinson's Supreme Court has its flaws, but the strong points outweigh them. The graphics are very good, and the play is realistic and fast-paced.

— Chris Slate

While the first foul shot is pretty tough, you'd have to *try* to miss the second. Wait for the two baskets to overlap, then put it up for easy points.

Stick to your man like glue. If you stand directly in front of him for more than three or four seconds, he'll almost always turn it over.

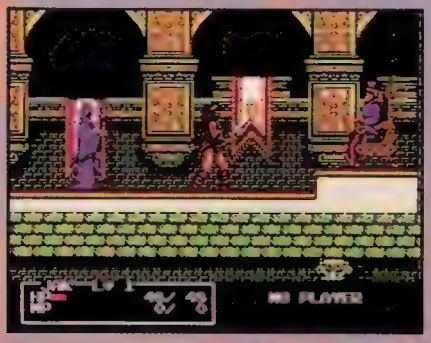
At halftime, the Sega sportscaster brings you up to date. He'll ask David Robinson himself what his thoughts are on the first half.

Sega of America
130 Shoreline Drive,
Redwwod City, CA 94065

CADASH

Genesis/Taito

Cadash originally showed up as a coin-op game in the arcades, where its appeal was limited to those willing to pump in quarter after quarter to learn the game. Drawing from several different game categories, *Cadash* primarily borrows from the

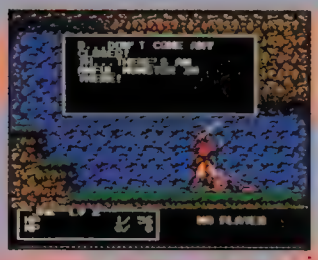


As any loyal knight would do, wait for the king's instructions before setting out.

RPG and action/fighting genres. But if you're usually put off by RPGs, not to worry — the role-playing components in *Cadash* are not delivered in heavy doses — in fact, they add some flavor to the game.

Some players will find the challenge in *Cadash* to be overbearing right from the start. However, if you're willing to spend time with

With hordes of mutant pigs on your trail, you'll be anxious to make a jump for it.



If you run away every time someone tells you to, this wouldn't be much of a game.

the game, you'll find it rewarding — there are many interesting twists and turns as the storyline unfolds.

Your choice of characters has been scaled down to only two (from four in the original version), but be sure to test them both out to see who

Use the gold you've collected to improve your weapons in the armory.

best suits your style. The fighter is much quicker and stronger in battle, but the mage is capable of learning magic spells designed to bring about mass destruction to all those standing in your way.

So if you've always wondered what one more quarter might have shown you, or even if you've never encountered *Cadash*, check out this Genesis version.

—Patrick Baggatta

One of the Mage's chief strengths is his ability to use magic spells.

Once in these caves, you never know what will pop up next.

Taito, 390 Holbrook Dr., Wheeling, IL 60090

MLBPA SPORTS TALK BASEBALL

Genesis/Sega of America

The most complete baseball simulation yet on Genesis, this new Sega game has something for everybody. *Sports Talk Baseball*, licensed by the Major League Players Association, does a lot of things right.

Sports Talk displays a lot of game information during play, but doesn't clutter the screen or interfere with the action.

It's no surprise that Sega included a digitized play-by-play voice — the announcer feature was well received in *Joe Montana II: Sports Talk Football* last year. The steady patter adds a sense of realism, although the calls are fairly generic and occasionally confused.

But thanks to its broad variety of features, *Sports Talk* shines even with the Sports-Talk feature turned off. The game includes complete 1991 rosters, and player stats for all major league teams. To their credit, Sega managed to match all players traded last winter with their new teams. Team rosters, in most cases, match actual '92 squads!

You can play against the computer or challenge a friend, and you can make your own lineups. You

When it's time to go to the bullpen, pick the best reliever for the job. Decide on a righty or a southpaw, and study his stamina, strengths, and weaknesses. The diamond at the lower right shows the effectiveness of each of his pitches.

can also select your own AL and NL All-Star teams and go head-to-head. If you're after a season simulation, you can play 15, 30, 81, or 162 games — win your division and you're in the playoffs and, hopefully, the World Series.

Sports Talk gets above average marks in playablity. While it's a little tougher to control than Sega's earlier *Tommy LaSorda Baseball*, *Sports Talk* boasts many more features — such as stadium selection, real players and stats, and a 3-D perspective throughout. Like *LaSorda*, there's a very short learning curve with hitting and pitching. But fielding is difficult. Select Automatic Fielding until you've honed your skills in catching fly balls and snagging hard-hit grounders. And don't throw to the wrong base. If you do, the computer will take advantage of you *every* time.

If you love baseball, *Sports Talk Baseball* is a must-have for your Genesis library.

— *Lance Elko*

This smash off the left-field wall is good for extra bases. The runner (lower right) is about to take second — you can be sure he'll stretch this into a triple.

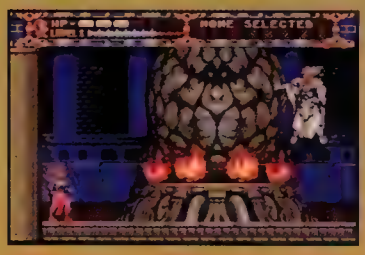
Sega of America
130 Shoreline Drive,
Redwood City, CA 94065

ALISIA DRAGOON

Genesis/Sega of America

Alisia Dragoon seems to be an honest attempt at making a really different game — or at least as different as a side-scrolling run, jump, and shoot title can be.

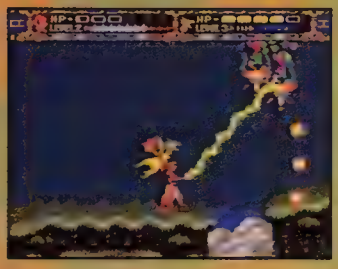
A powerful sorceress, Alisia hurls bolts of lightning that automatically hit their targets. A power meter at the top of the screen indicates the power of the attack. You can hold the attack button down for an extended assault, but the longer you do, the weaker Alisia's lightning magic becomes. Eventually it will run out, and you must wait until her power recharges before you can resume fighting.



Baldour, "Prince of All Things Evil," will soon hatch from his cocoon to wreak havoc on the world.

If you wait long enough, she builds up to a super powerful Rolling Bolt that spreads across the whole screen, damaging all enemies. In practice, though, this means a lot of starting and stopping, waiting around while Alisia recharges.

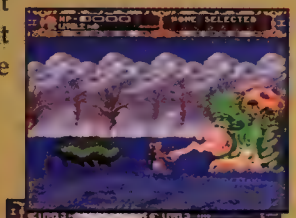
Alisia can also summon one of four creatures to help out. They fly along behind her using different kinds of attacks to destroy enemies. You can make them more powerful as time goes on, and they can be useful when battling bosses. But for the most part, they never seem to get powerful enough to become really strong allies. In fact, you spend a lot of time trying to keep them from being hurt.

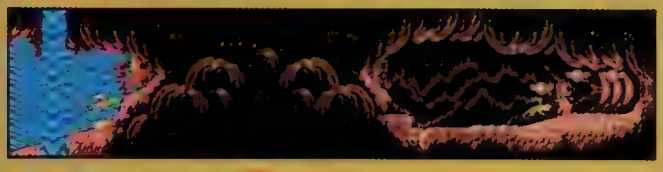


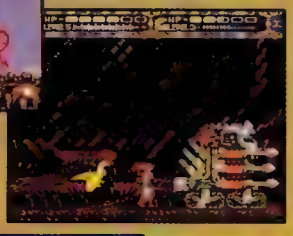
Alisia's thunder power doesn't have to be aimed — it just reaches out and zaps anything in front of her.

Still, once you get used to how things work, *Alisia* is a pretty good game. The graphics are very nice, and the final stages are strange enough to keep you on your toes. Not the most involving game around, but a pleasant way to spend a few hours.

— Jeff Lundrigan







There are hidden rooms throughout the game that are chock full of powerups. Sometimes you have to move a wall out of the way to get to them.

You get a ranking when the game's over. It seems to have more to do with the number of enemies destroyed than how far you get into the game.

Sega of America
130 Shoreline Drive,
Redwood City CA 94065

OLYMPIC GOLD: BARCELONA '92

Genesis/U.S. Gold

If you'd rather do more than just *watch* the Summer Olympics on TV, check out *Olympic Gold: Barcelona '92*. This new game from U.S. Gold is not just another button-mashing fest — it's much more. The highly detailed graphics combined with a truly international Olympic feel make *Barcelona '92* almost as good as actually being there.

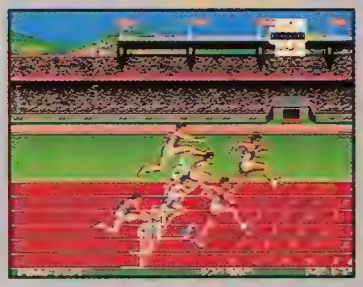
The opening sequence is just one of many unique design touches that put this game in a league of its own.

You and up to four other players compete against as many as 20 computer-controlled Olympic athletes for the coveted gold medallion. Competition takes place in seven events: archery, pole vaulting, springboard diving, the hammer

One of the most nicely designed events in the game is diving. Practice, pay attention, and you'll be coached to perfection.

***Olympic Gold* has its button-mashing moments — a turbo pad can help out tremendously.**

throw, hurdles, 100-meter sprint, and free-style swimming. Each event offers a training mode, which you'll want to use. Just like the real thing, practice makes perfect. Your computer-controlled competitors are ruthless, and before you begin setting any records, you'll spend a fair amount of time "learning" your own athlete.



Possibly the game's only weak spot is in the hurdles. When your runner is sandwiched between rivals, jumps can be difficult to judge.

What makes *Barcelona '92* stand out from other titles in the same category is its level of detail. After you choose which of eight countries

The archery competition holds a number of variables, including wind resistance and target distance.

to represent, both the text and music will be modified for the nation you selected. For example, if you choose France, all text will be displayed in French, and all music will be of French origin.

There are lots of hidden gems in this beautifully designed game. Hats off to U.S. Gold — they've gone the extra yard to make *Olympic Gold: Barcelona '92* a title worth any gamer's time to learn and play.

—Vince Matthews

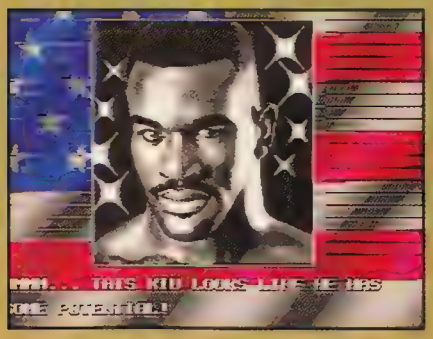
U.S. Gold, 631 Howard St., San Francisco, CA 94105

EVANDER HOLYFIELD'S "REAL DEAL" BOXING

Genesis/Sega of America

If you're a fight fan, you're gonna love *Evander Holyfield's "Real Deal" Boxing*!

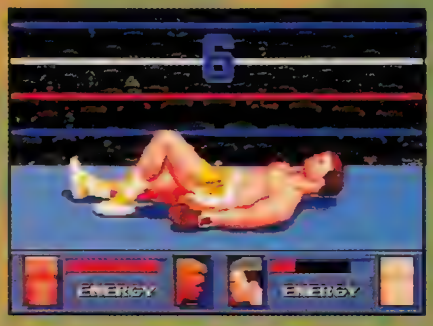
The game was designed by ACME Interactive, the same team that developed the PC game *Wide World of Sports Boxing* for Data East. But while the PC version was a bit sluggish during fights, *Holyfield* maintains the PC-quality graphics while stepping the animation up to videogame standards. The result is action that's as smooth as it is attractive.



Occasionally, Evander himself will comment on your career.

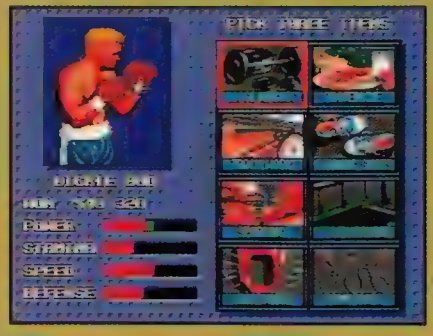
You can hop right into an exhibition fight or try building a career. The career mode allows you to select the look of your boxer, altering his hair style, skin color, and stance to suit your preference. Then you begin the long struggle to reach the top, fighting your way up the rankings and hoping for a shot at the champ.

Between fights, you'll have to make time for training. The game presents you with a number of training options (like going on a high-protein diet, sparring, or hitting the speed bag), and you have to choose the three that you think will do you the most good. Since you can choose only three, you've got to train intelligently.



Try combinations of body blows and uppercuts, and you'll see your opponent assume this position.

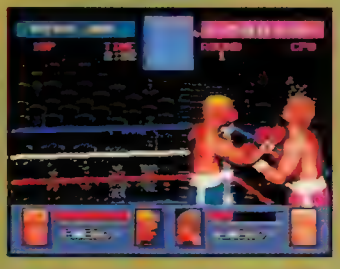
But it's in the ring where *Holyfield's Boxing* really shines. The controls are easy to master and soon become second nature. And since you don't have to think much about *how* to throw an uppercut or jab, you can spend your time thinking about *when* to use what punch. You won't be able to power your way to victory—you'll have to box, throwing combinations when you get an opening, then backing off and covering up while your opponent tires himself with wild punches.



Choose your training options carefully! You can choose only three, so try for the ones that help all of your skills.

With *Evander Holyfield's "Real Deal" Boxing*, Sega adds yet another impressive name to its long list of celebrity-endorsed sports titles. But even more impressive than the name is the game itself, because *Holyfield's Boxing* really *is* the Real Deal.

—Matthew A. Firme



The animation is terrific. If you really pound your opponent's face, he'll begin bleeding.

Sega of America, 130 Shoreline Drive, Redwood City CA 94065

SYD OF VALIS

Genesis/Renovation

Yuko Ahso is an ordinary grammar school student. But unbeknownst to her classmates, she is also the Valis Warrior, defender of Dreamland! Yuko has battled evil in Dreamland many times now, and does so again in this latest *Valis* adventure, *Syd of Valis*.

Who or what is Syd? It's never really mentioned. It's just part of the title.

This installment in the *Valis* series is obviously designed with younger players in mind. The characters are all big and cartoon-like,

Although she's the Warrior of Valis, Yuko is still just a kid at heart.

Yuko's Sword of Valis shoots beams of energy. You'll find power-ups for the sword throughout the game.

When you defeat some bosses, you'll get new armor and weapons. This homing beam is very handy.

Push the Start button to review Yuko's suits and weapons. Those suits don't look very protective, do they?

and the action isn't challenging enough for experienced gamers. The graphics are simple, colorful, and attractive.

But *Syd of Valis* is also a very brief game, with only five levels composed of short acts. Even though its designers intended *Syd* to appeal to the younger set, they could have added a lot more variety without affecting ease of play.

And the game's overall difficulty seems to fluctuate a little. Although most of the game is quite easy, and certainly not tough enough to hold an experienced gamer's interest, there are areas that seem too hard for young, novice players.

So while *Syd of Valis* is an attractive cart, its lack of complexity really limits its potential audience to very young, inexperienced gamers. That certainly seems to have been Renovation's intention, and as an introductory title *Syd* works pretty well. Nevertheless, even inexperienced players might appreciate more variety and a bit more playing time.

— *William R. Trotter*

This guy's pretty tough. The bombs he launches from his head are very powerful.

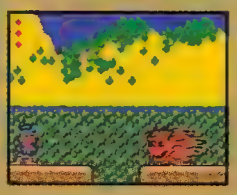
Renovation, 987 University Avenue, Suite 10, Los Gatos, CA 95030

THE LUCKY DIME CAPER

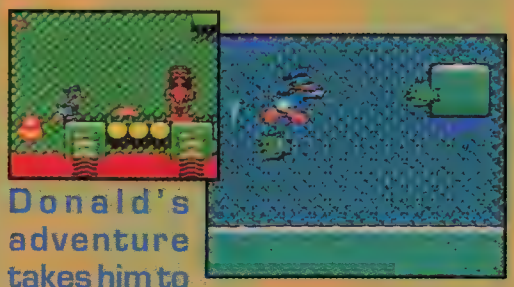
Game Gear\Sega of America

When Scrooge McDuck gave Hewey, Dewey, and Louie one dime each for their birthday, the kids were a little confused. Scrooge was tight with his money, everybody knew that — but *one dime*? Then Scrooge explained that these were lucky dimes. He himself had built his fortune from one lucky dime, and now he was passing that luck on to his grand-nephews.

But Magica De Spell broke up the party by kidnapping the nephews and stealing their dimes. So Donald Duck was called into action, heading to the four corners of the Earth to save his nephews and recover the dimes from Magica's henchmen.



The boss of each stage usually isn't too tough. This unbelievably fast lion is an exception — wait for him to come at you, then jump on his head.

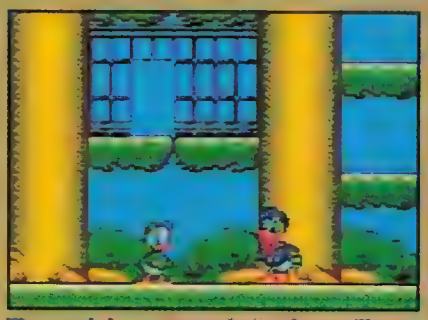


Donald's adventure takes him to a variety of locations, from underwater to jungles and lava-filled caves.

The Lucky Dime Caper is one of the better Game Gear titles available. The graphics are colorful and nothing short of excellent. But it's the little things that make the game stand out. Donald sweats during hot stages, shivers during cold ones, turns to ashes when he's burned, etc. Every stage is different.

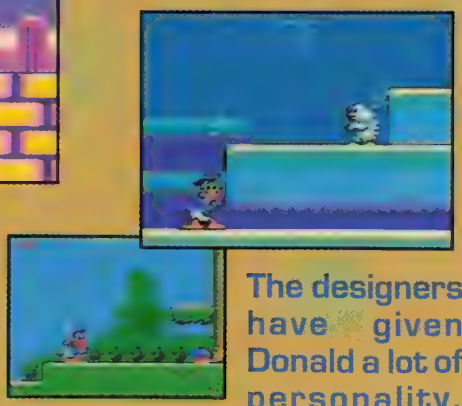
Play control and animation are very smooth, and while *The Lucky Dime Caper* isn't the most challenging game you're likely to play, it's obviously meant to appeal to younger gamers. For that audience, it should be just difficult enough.

— *Jeff Lundrigan*



Donald spends the first three stages of the game rescuing his nephews, then recovers the lucky dimes during the last four.

Donald's best weapon is this mallet. With it you can hit enemies in front of you, above you, and even behind you. If you ever run across Donald's other weapon, the frisbee, *don't* pick it up. It's not worth having.



The designers have given Donald a lot of personality. He behaves differently depending on his surroundings, and gets kind of peeved if he stands around too long.

Sega of America,
130 Shoreline Drive,
Redwood City, CA 94065

WARSONG

Genesis/Treco

From its dynamite opening sequence to its stirring soundtrack, *Warsong* blends the best elements of a quest game and a strategy game into a big, handsome package. Each of its 20 scenarios offers large, interesting battlefields with a great variety of terrain and buildings. You must campaign across these battlefields, recruiting new allies, discovering new weapons and magical powers, and mastering many different battle tactics.

Warsong plays on a chessboard grid. Each commander has a "zone of control" (representing his or her powers of leadership) within which friendly units have added defensive and offensive power. Positioning your commanders thus becomes a critical element of strategy.

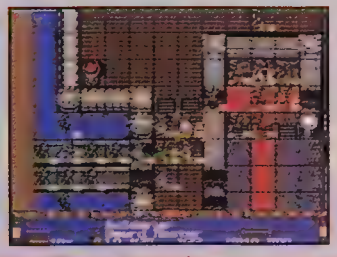
Before each battle, you must purchase a mix of infantry, cavalry, and archers. A good general will not spend all his money, but will save a little for the later, more difficult battles. Victory brings a cash bonus, and sometimes powerful new items to add to the good guys' arsenal.

Game play is very smooth, with all the variables of combat clearly and attractively presented on-screen, and with a lot of exciting "feedback" during the battles.

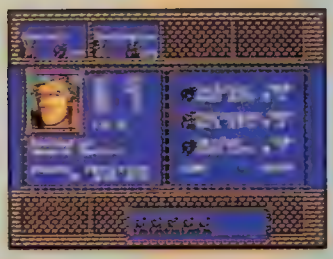
Each scenario has been thoughtfully designed to offer different challenges and rewards. *Warsong* offers solid, robust entertainment and will challenge any armchair strategist.

— William R. Trotter

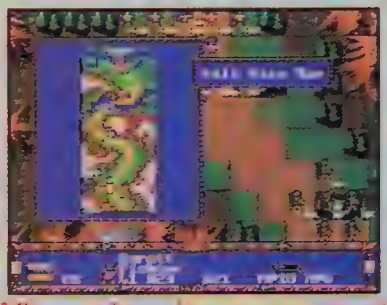
Use Baldarov sparingly. He's too old to advance in rank, although he's very useful for weakening the enemy.



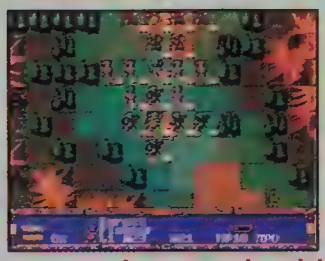
In the first battle, you must break through enemy lines. Try attacking at the western gate, then traveling north.



Soldiers cost money, and must be rehired for each scenario.



When planning your strategy, you can access a full map of the battlefield by pushing the pause button.



Pay attention to the blue-shaded area. This is your hero's command-radius. Any friendly troops within this area will receive an automatic bonus for both defense and attack.

Treco, 2421 205th Street., Suite D-204, Torrance CA 90501

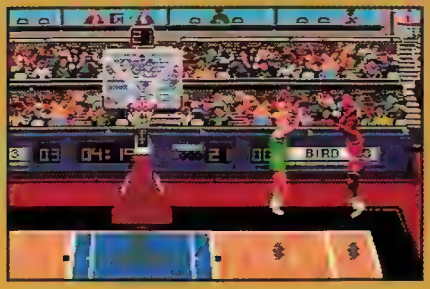
JORDAN VS BIRD: SUPER ONE ON ONE

Genesis/Electronic Arts

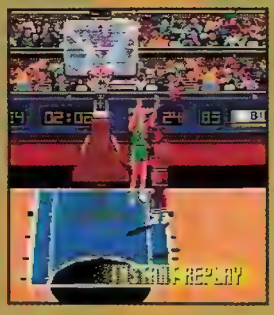
Jordan Vs Bird has been available on other game systems for some time, but only on the Genesis has it reached its full potential. This is far and away the best version of the game. And with Larry Bird's retirement just around the corner, this may be one of the few ways you'll see these two greats battling on the court.

Use the Instant Replay to marvel at Jordan's fantabulous slams.

One or two players can compete in the one-on-one matchup. If you're playing as Bird, you'll want to take advantage of his dead-eye shooting from three-point land, while Jordan is nearly unstoppable if he gets anywhere near the basket. At first you

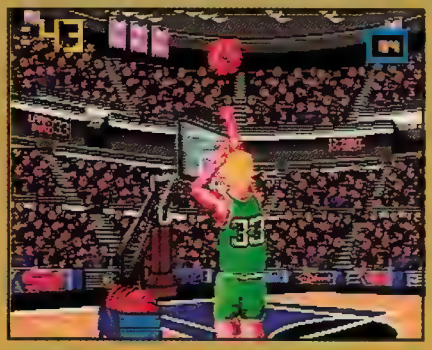


Jordan's fadeaway jumper is pretty accurate — until you try it beyond the 3-point line.



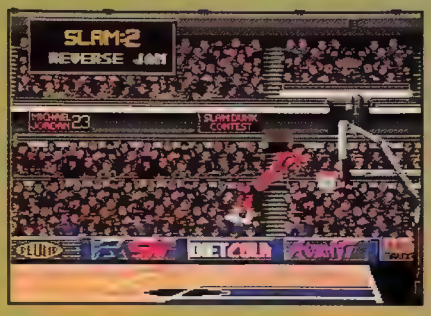
Stay on your toes and you may be able to block one of Jordan's soft hook shots.

may have a little trouble keeping up with the computer-controlled opponent in the one-player game, but you can make things a little easier by setting the difficulty level to Recreational. Once you're used to the game, move up to College or Professional for a real challenge.



The 3-point shootout features some of the best graphics in the game.

There are two additional games beside the one-on-one match up. You play as the Birdman in the 3-point shootout, and control Air Jordan in the Slam Dunk contest. Success in the 3-point shootout depends entirely on timing — once you get your rhythm down, you won't miss many shots. The Slam Dunk contest is a different story. Because you view



The sideline view makes it a little difficult to master Jordan's jaw-dropping dunks.

the dunk from the sidelines, it's sometimes tough to tell the dunks apart. A different perspective, along with a preview option to show what a perfect dunk should look like, would be a big help.

One-on-one basketball can become a little boring after several games, but if you switch between Jordan and Bird and compete against new human players, *Jordan Vs Bird* should provide plenty of fun.

— *Stephen Poole*

Electronic Arts
1450 Fashion Island Blvd.,
San Mateo CA 94404

ATOMIC RUNNER

Genesis/Data East

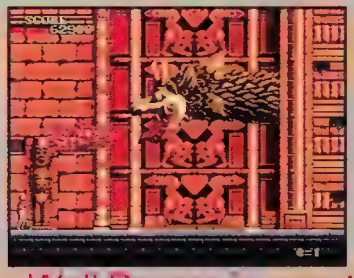
Do we really need another videogame where you run left to right, destroying all enemies in your path as you attempt to save the world from an evil horde of alien invaders? If the game is *Atomic Runner*, the answer is a resounding *yes!*

A combination of knockout graphics, great music and sound effects, and very challenging game play make *Atomic Runner* rise above other shooters. The screen scrolls left to right as you run along, so there's literally no going back once the scrolling screen reaches you — and one touch from an alien spells curtains. It makes the game difficult, but most shooter fans look forward to a stiff challenge.

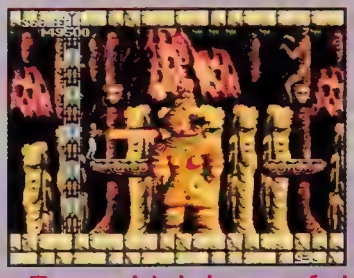
You're weak and underpowered when you start your adventure, but there are plenty of power-ups to increase your speed, jumping ability, and the strength of your weapons. You can also swap weapons by running over icons, and knowing which weapons are most effective against the different enemies is crucial to your survival.

The highly detailed graphics are a visual feast, and you never know what surreal setting will serve as the next backdrop for all the mayhem. Toss in a jamming soundtrack, complete with digitized grunts and screams, and there's not much more you can ask for in a shooter.

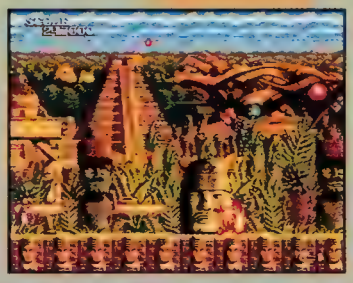
— *Stephen Poole*



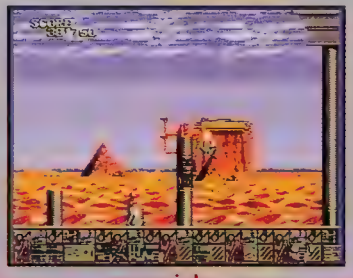
The Wall Dragon is easy to defeat. Stay at the far left of the screen and shoot as you leap straight up. When he pulls his head toward the wall, stay in the bottom left corner of the screen, then leap as he attacks.



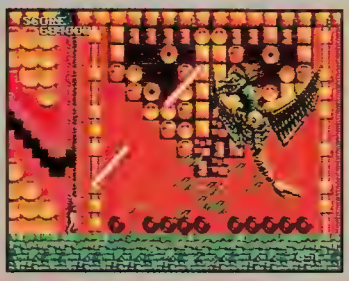
The Brass Idol, boss of the second stage, can only be defeated by blasting out his eyes.



The Drop Ship, boss of the Myan Jungle.



These pyramids race each other in the background as you fight your way through the Egyptian Desert.



The Terrordactyl's weak spot is in the center of his chest. His feathers are harmless, but the rocks he knocks from the walls of the cavern are deadly.

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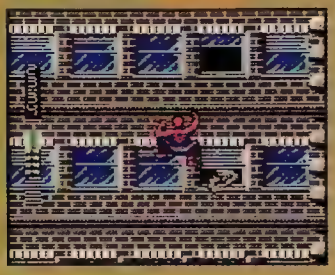
SPIDER-MAN VS. THE KINGPIN

Game Gear/Flying Edge

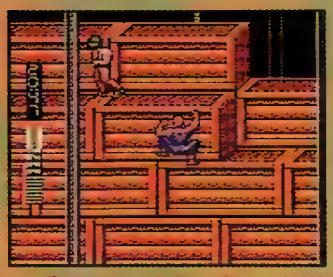
Make way for Spider-Man, the latest super-hero adventure coming to your Game Gear. Spidey's got himself into a heap of trouble and it's your duty to clear his name. If you fail, the Kingpin will have his way with the unsuspecting citizens of New York, and Spider-Man will take the blame.



Use your spider-like abilities to scale the walls.

When Spider-Man takes time to rest in his apartment, he regains his strength.

Spider-Man vs. The Kingpin debuted as a Genesis game, and the new Game Gear version lives up to the 16-bit's fine reputation. Of course, the Game Gear version cannot match its predecessor in some respects (intricate graphics, for example) because of hardware differences. But it manages to maintain

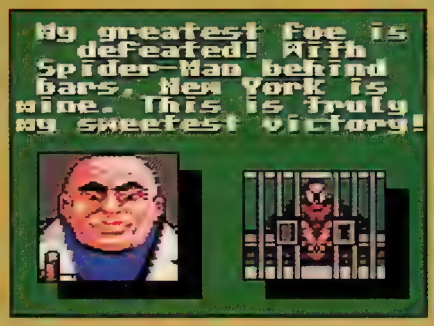


Use Spider-Man's abilities to cling to the walls and then spring into action at just the right moment.

It's Spider-Man vs. The Lizard. Watch out for traps — remember you're in The Lizard's territory.

many of the same features that made its older cousin so appealing.

All of your favorite villains are back — Doc Ock, Electro, The Kingpin, and many others. You also have a full complement of Spidey's web-shooting abilities to help round up the bad guys and bring them to justice. Game stages are structured much like the Genesis version, with each villain having his own graphically stylized territory to guard.



If you fail in your quest, your fate isn't so pretty.

You don't want any part of those forks.

Throughout the game, the graphics are beautifully done, with an emphasis on dark, haunting colors. *Spider-Man vs. the Kingpin* is a fine game and a welcome addition to the ever-growing Game Gear library.

—Patrick Baggatta

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SEGA GENESIS 16-BIT CARTRIDGE

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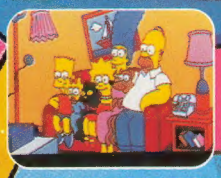
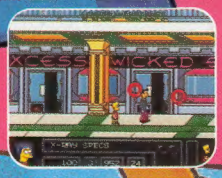
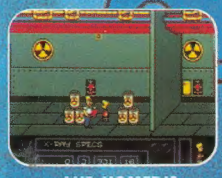


WHEN IT'S UP TO THE SIMPSONS...



...TO SAVE SPRINGFIELD FROM SLIMY SPACE MUTANTS...

...YOU CAN COUNT ON BART AND HIS HANDY SLINGSHOT...



...AND HOMER'S "GLOW-IN-THE-DARK-DONUTS" TO HELP SAVE THE DAY!

Fellow humans! Bart Simpson here, with important news: SPACE MUTANTS ARE INVADING SPRINGFIELD! A buncha totally gross monsters are taking over the bodies of people living here... and they wanna build a weapon to take over the entire planet! Anyway, only I can see 'em 'cause of my X-ray glasses – I have to stop 'em by spraypainting things, getting radical on my skateboard, and generally being a nuisance.

So help me save the earth! BUY MY GAMES!

Thanks, man.

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GAME GEAR™ COLOR PORTABLE VIDEO GAME SYSTEM

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